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Inside Look

...e Interview
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OCT VOLUME 89
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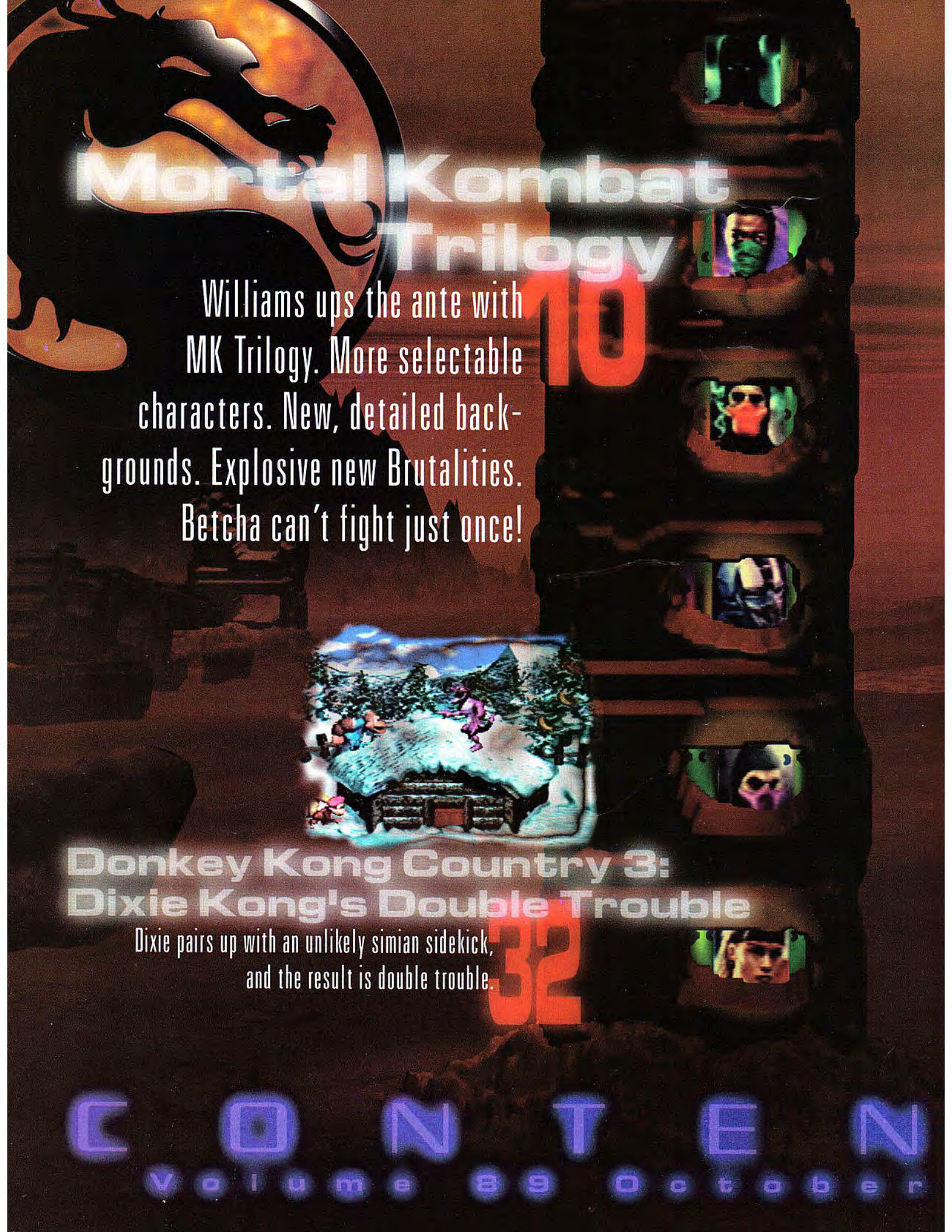

Mortal Kombat Trilogy

10

Williams ups the ante with MK Trilogy. More selectable characters. New, detailed backgrounds. Explosive new Brutalities. Betcha can't fight just once!

Donkey Kong Country 3: Dixie Kong's Double Trouble

32

Dixie pairs up with an unlikely simian sidekick, and the result is double trouble.

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Street Fighter Alpha 2

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I HOPE LANDO'S RIGHT ABOUT THIS, SKIP! WE'RE TAKING A BIG CHANCE! WHAT IF BOBA FETT'S NOT ON GALL--?
I ASSURE YOU MY INFORMATION CAME FROM A VERY RELIABLE SOURCE!

Star Wars: Shadows of the Empire

24 Comics return to Nintendo Power! This month, meet Dash Rendar, intergalactic star of the N64.

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PLAYER'S PULSE

The Star Wars: Shadows of the Empire comic starting on page 24 is the first comic to grace the pages of Nintendo Power since Metroid in Volume 61. What do you think of this three-part series and about comics in general? Send us your opinions pronto!

Comic Relief

I have been a subscriber for about a year now and I like the changes you have made. One change I do not like however is the cover. I like the glue binding better because my magazines with staples in them tend to fall apart, I also noticed you cut down on pages, I don't like that either. And last but not least I think you should bring back the comics, they were cool.

Eli Barry
Nevada City, California

Thanks for the suggestions, Eli. Flip to page 24 for a "cool" surprise.

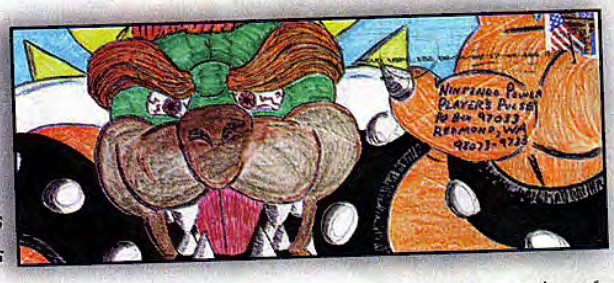
Moustache Bash

I just got Super Mario RPG for my birthday and it is great! The battle modes are so easy to comprehend that my 5-year-old brother plays like a pro. The countless mini games, great graphics, hidden treasures, and numerous jokes about Mario's mustache give this game the highest replay value of any RPG , even Chrono Trigger. Thanks for such a hilarious game, you rule!

Anson Davis
Spring, Texas

You Missed a Spot!

First, I would like to say that I thoroughly enjoyed the Classic Epics in Volume 87 and I especially liked the fact that Crystalis was reviewed since it is, after all, the best game ever made. But I was rather shocked to learn that you claimed that "It all started with Zelda." That is not true. PCs had RPGs long before Nintendo even made Donkey Kong! But even more than that, you were neglecting three games which were really important to the RPG history of Nintendo. The first two were what really started the trend from mindless action games, up the ladder to more complex games. The first being Solomon's Key. This game had over 100 rooms, all of which were startlingly different. That added with the fact that it had two different endings made this a HUGE leap forward from the regular games. Also, you didn't mention Rygar, which was the first game on the NES. to introduce dual perspectives (Bird's Eye view and side view). It also had an experience system which wasn't truly matched until Dragon Warrior. It also introduced the concept of magic aiding battle. And the last, Magician, was thoroughly forgotten. Anyway, I've said my piece. If you will, could you provide reviews on these three oft-neglected games in a future issue? I'll be watching.



Chris Schumacher
via the Internet

The games you mentioned are all classics by definition but none of them can be called an epic without raising an argument. And, according to this next letter, neither can PC RPGs.Oh, and by the way, Solomon's Key has three endings.

Envelope Art

Page 6, top to bottom:
Jesus Segura—Auburn, WA
Jim Malie—Washington, PA
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Matt Michaud—Methven, MA

Page 7, top to bottom:
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Background Art

Page 6: Seth Hatland—IA
Page 9: Chris Stockton—NJ

Epicly Boring

Recently, games like Eye of the Beholder have been getting into Epic Center. What do they have to do with epic games!? They are just boring mazes.

Devin Anderson
via the Internet

Psyche Souffle

Yes, I love your magazine and all but you print Waaaaayyyy too much info on the N64. My brother and I probably won't get it until Christmas and showing us all this coverage on the N64 will just rip our psyche to shreds!

Gregg Fuller
via the Internet

You should feel lucky Gregg, imagine all those poor fans who won't be getting one this year at all!

Let's Argue, Shall We?

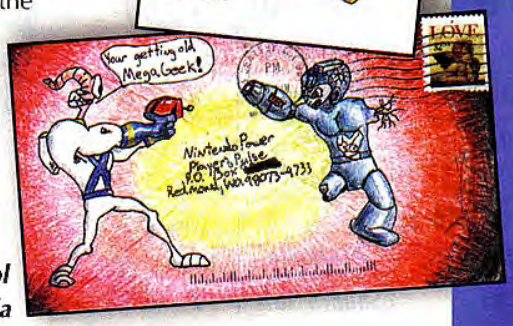
I would like to see more arguments, such as the dispute over Sarah LeBrie's letter about girls in games. I thought it was very interesting hearing about other people's thoughts over that issue. I might like to start an argument over people asking you to put reviews of arcade games in your magazine. This magazine is about Nintendo products. I mean that's why you named this magazine "NINTENDO POWER" not "NINTENDO POWER AND A FEW ARCADE GAMES POWER."

Ryan Coulston
via the Internet

Download the Goods

I just wanted to say that the Nintendo web site is GREAT except for one thing: No videos! It would be a lot better if it were possible to download videos of games on the web site.

Sébastien Rossignol
Québec, Canada



Who Cares?

I would like to say that I am sick and tired of people writing letters about wanting the old manila folder background in Classified Information. What difference does it make what the background is? Even if the background was pink it would still have the best information on all the games. What are you more worried about, the background or the information?

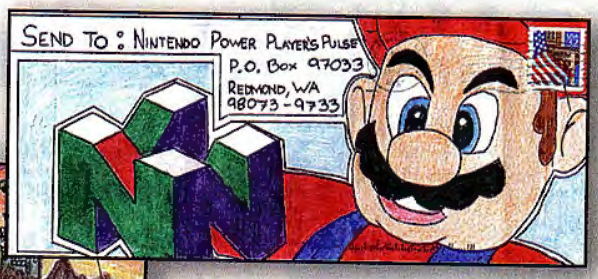
Mike Stewart
Mt. Morris, Michigan

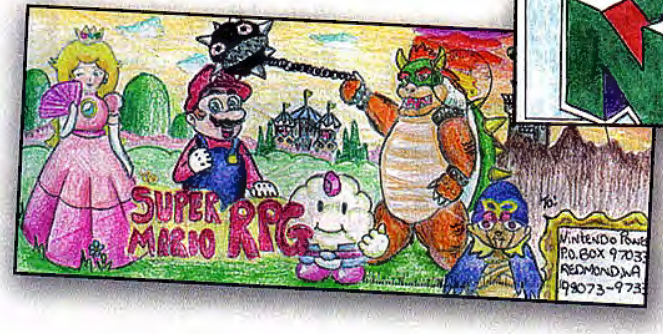
More or Less?

I just wanted to say that Super Mario 64 at E3 was most impressive. DKC 3 and Kirby Super Star looked great, too. But Game Boy Pocket? What's the point? Who's really going to shell out more dollars for something that's a little lighter and smaller?

Richard Caywood
Colorado Springs, Colorado

Lighter, smaller, and most importantly an improved screen with higher contrast!





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POWER CHARTS

No surprise at who's atop the first-ever Nintendo 64 chart. Why, it's the world's most popular plumber! Mario continues his domination of the Super NES chart, too, with his fourth straight month in the number one slot. Do you want to be heard? Vote it loud by sending in your Player's Poll card at the back of this issue!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	SUPER MARIO RPG	Nintendo	1	6
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	4	56
3	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	3	12
4	CHRONO TRIGGER	Square Soft	2	15
5	TETRIS ATTACK	Nintendo	9	3
6	SUPER METROID	Nintendo	8	30
7	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	6	5
8	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	5	12
9	FINAL FANTASY III	Square Soft	7	22
10	DONKEY KONG COUNTRY	Nintendo	11	24
11	KILLER INSTINCT	Nintendo	10	16
12	SUPER MARIO KART	Nintendo	12	42
13	MEGA MAN X3	Capcom	-	5
14	EARTHBOUND	Nintendo	-	14
15	LUFIA II	Natsume	NEW	1
16	FINAL FANTASY II	Square Soft	14	11
17	MORTAL KOMBAT 3	Williams	15	11
18	BREATH OF FIRE II	Acclaim	16	5
19	OGRE BATTLE	Enix	-	7
20	SECRET OF MANA	Square Soft	17	20

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUIS'N USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. DOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO RPG
10. MISSION IMPOSSIBLE (N64)

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	42
2	DKL 2: DIDDY'S KONG QUEST	Nintendo	4	2
3	TETRIS	Nintendo	3	47
4	DONKEY KONG LAND	Nintendo	7	21
5	TETRIS ATTACK	Nintendo	2	2
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	5	47
7	METROID II: RETURN OF SAMUS	Nintendo	6	58
8	WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	26
9	KIRBY'S DREAM LAND 2	Nintendo	-	10
10	KILLER INSTINCT	Nintendo	-	7

TOP FIVE FOOTBALL GAMES

Falling leaves, the crisp cool weather, muddy cleats, the roaring crowd, touchdown! Yep, it's football season once more. Here's an all-star lineup of gridiron faves for the Super NES. Rah! Rah! Sis-boom-bah!

1. NFL QUARTERBACK CLUB '96
2. TECMO SUPER BOWL III: FINAL EDITION
3. MADDEN FOOTBALL'97
4. NFL MVP FOOTBALL
5. MADDEN FOOTBALL'96

POWER EDITORS' NINTENDO 64 TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	SUPER MARIO 64	Nintendo	—	—
2	PILOTWINGS 64	Nintendo	—	—
3	WAVE RACE 64	Nintendo	—	—
4	STAR WARS: SHADOWS OF THE EMPIRE	Nintendo	—	—
5	TUROK: DINOSAUR HUNTER	Acclaim	—	—

A Whole New World

When I first saw pictures of Mario 64, I was skeptical. I didn't think it could be that good. It was not until I played it that I was truly blown away. It was like I was in a whole new world, I could do WHATEVER I WANTED! It was incredible! I couldn't believe my eyes, and I never wanted to leave the world of Mario 64, but the Nintendo official ended up pulling me away so others could try. The very next day I went to a local video game store and reserved my own copy of Nintendo 64. I cannot wait until September 30th, school or no school, I cannot wait! Well done Nintendo!

Craig Sutherland
via the Internet

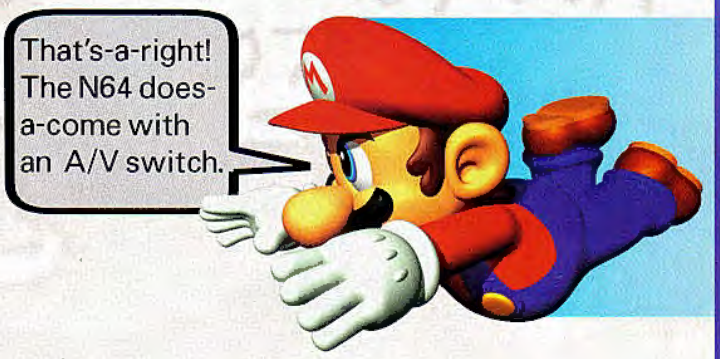
Hey Craig, take note. The launch date has moved up to Sunday, September 29th! Don't expect Mario to write you a note if you play through school on Monday!

Going for the Gold

Volume 84 Grand Prize Winner Kris Lehman of McAdoo, Pennsylvania, took a once-in-a-lifetime trip to Atlanta to witness a once-in-a-century occurrence. Kris and his mother Dianne took part in the opening ceremonies of the Centennial Olympic Games and hung around town for four more days of basketball, rowing, and gymnastics galore. Between events Kris partied at Hard Rock Cafe and visited the Nike complex, where he measured up to some of the world's best athletes.

RETRACTION

We goofed! In Volume 88 we told you that your N64 would not be packaged with an A/V cable for connecting to your TV. Well, we take that back. Now even those of you who don't own a Super NES and the A/V cable that came with it will be able to hook-up hassle-free. See this month's Pak Watch for complete hook-up instructions.



WRITE AWAY RIGHT AWAY!

Is your household being Tetris Attacked? Has Mario 64 replaced someone's Saturday morning cartoons? How much time is your Game Boy Pocketing? Send us the goods!

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News about recent releases and upcoming games for all Nintendo systems. Help for any Super Mario game for the N64, Super NES and NES, any Zelda game, PilotWings 64, Lufia 2, Chrono Trigger, Secret of Evermore, Breath of Fire, Breath of Fire 2, Final Fantasy 3, EarthBound, Illusion of Gaia, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, Super Metroid, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, and Super Punch-Out!!

This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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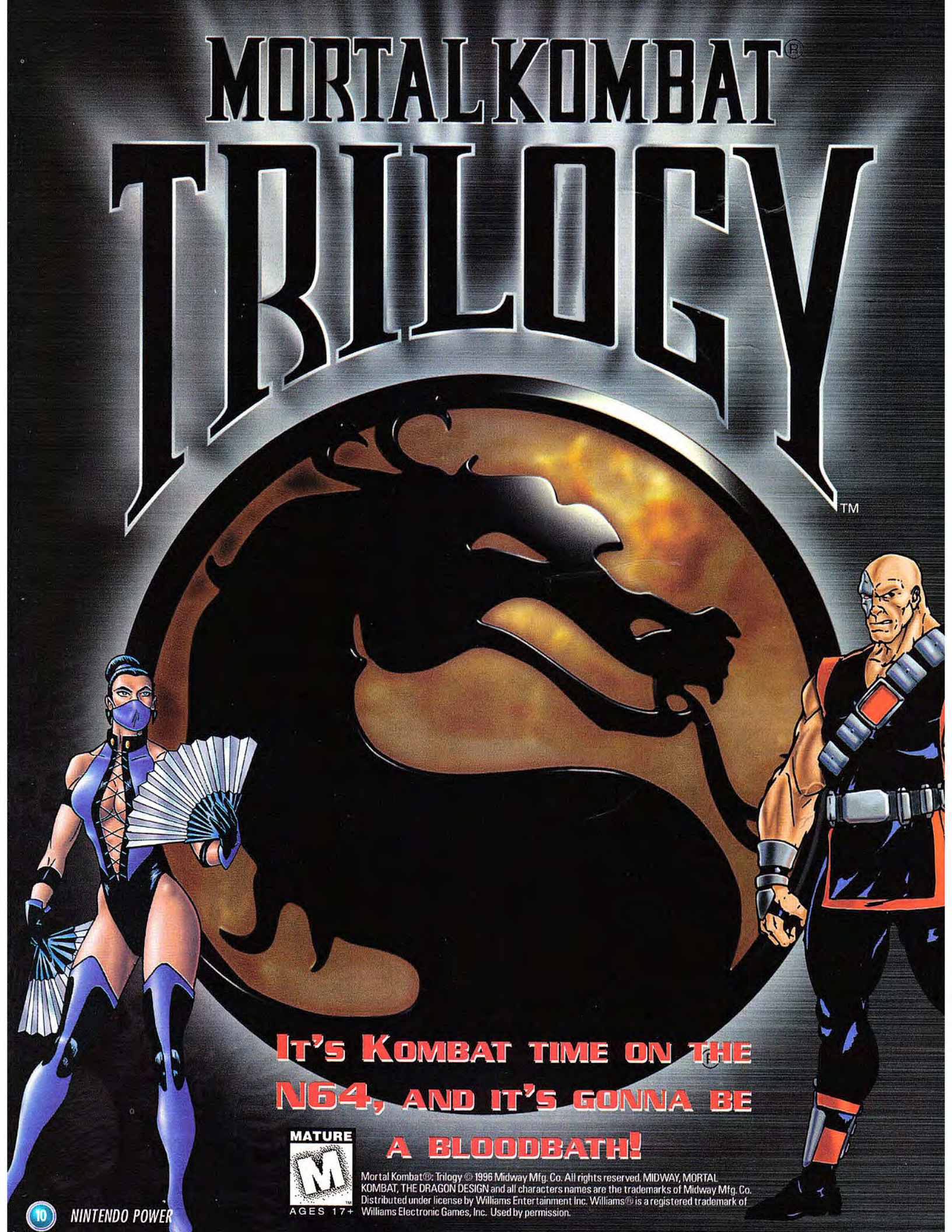

IT'S KOMBAT TIME ON THE N64, AND IT'S GONNA BE A BLOODBATH!

MATURE M AGES 17+

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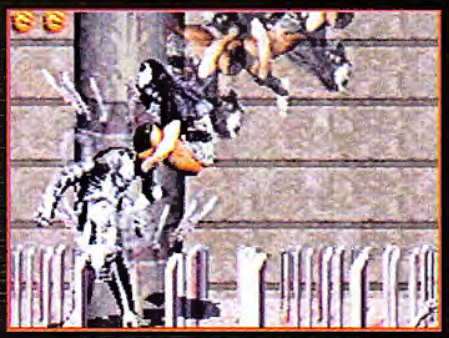
FIGHT ON!

The folks at Williams have outdone themselves in porting over Mortal Kombat Trilogy to the N64, even ramping up the graphics and special effects in the process! Awesome new features make this Mature-rated game (recommended for players 17+) a fighting tour-de-force. We'll open with a brief run-down of what's new before we dig into the meat of this latest chapter in the MK saga!

AGGRESSION

The Aggression meter will tell you who's takin' a lickin' and who's still tickin'. Fill 'er up for a Shadow move payoff...and maybe something even better!



BRUTALITY

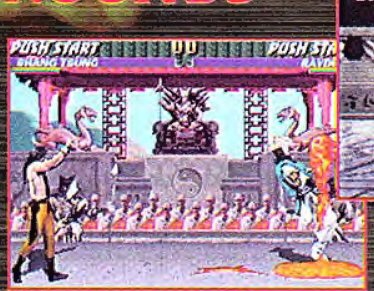
You knew it was only a matter of time before the game gurus at Williams would add yet another -ality to the list of outrageous Mortal Kombat finishing moves. With the new Brutality in your repertoire, there won't be enough of your opponent left to fill a doggy bag!

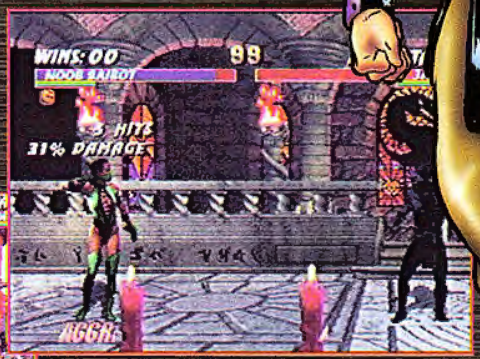
TAG TEAM

The new 2-on-2 and 3-on-3 Kombat options allow up to six players to take the controls in a totally raucous tag team endurance match! These modes play just like the endurance rounds seen in the one-player tournament, except that both sides are allowed to select multiple kombatants. You can mix and match your fighters to counter any threat to your supremacy.

27 BATTLEGROUNDS

All your favorite MK, MK II and MK 3 battlegrounds are here, boasting more detail and more animation than ever before. There are also several new arenas in which to host your deadliest bouts.





Five New Kombatants

You may have fought some of them before, but now you get to be them! Five fighters join the ranks of the selectable kombatants, including fan faves Noob Saibot, Rain and Ermac. Some fight for the forces of good, some battle for the hordes of evil. Which side are you on?

Are you a good ninja or a bad ninja? It's a good thing they have different colored costumes, or we'd never know who we're hitting!

Tournament

Looking for a really good fight? Now you don't need a code to find out which one of you is truly the best of the best. The Eight-Player Tournament mode will allow you and your opponents to fight for the title in a simple elimination competition. If you take the top spot, you may also take home a juicy reward...if you choose wisely, that is!

MK Chronicle

Since keeping track of all the MK games is likely to make your head spin, we've charted the changes the series has gone through over the years. Only one bonus character in the original MK? It's almost inconceivable!

	Characters	Bonus Characters	Fatalities	Animalities	Babalities	Brutalities	Friendship	Kombinations	Running	Kombat Kodes	Multi-level Stages	Tournament	Endurance Rounds
Mortal Kombat	7	1	Y	N	N	N	N	N	N	N	N	N	Y
Mortal Kombat II	12	5	Y	N	Y	N	Y	N	N	N	N	Y	N
Mortal Kombat 3	14	1	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	N
Mortal Kombat Trilogy	26	2+	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

MORTAL AI

The MKT artificial intelligence is tough, but you can take advantage of a couple of patterns on the low to middle difficulty levels. The computer-controlled characters sometimes operate in a "my turn, your turn" mode, where they'll attack and then pause, giving you an opening. Your opponents may retreat if you attack during a pause phase, but they won't respond until it's "their turn." Opponents may also let themselves be hit by a particular attack or respond to it in the same way for most of a round. You may be able to knock someone down to about 40% energy before they start blocking that attack.

MORE-TALITY

The Aggression meter works like the various power bars in other fighting games; the more you hit your opponent, the more energy you store up. Normal punches, kicks and combos (not special moves) work best. Once your meter is full, you'll begin to "shadow," and you'll be able to pull off some extra-special moves. As for the new Brutality, just punch in the proper control sequence while your opponent is reeling, and you'll unleash a storm of kicks and punches that will eventually reduce your victim to a squishy pulp! Can you say, "food processor?"

TOURNEY

MKT offers the career kombatant more multi-player options than any previous MK title. You can set up multi-player challenges any way you want to prove once and for all who's the King of Pain or the Diva of Damage. C'mere!

ENDURE THIS!

The 2-on-2 and 3-on-3 Kombat options allow players to go to the mat in a tag team endurance match. Each player chooses two or three characters. If one character is defeated, the next takes over. Each round continues until all the fighters on a team are history. If one of your buds is an expert with a certain fighter, pass off the controller to him or her when that fighter's turn comes up. This way, up to four or six players take part in the match, depending on the option you choose.

TOURNEY TERROR

If you're skilled (or foolhardy?) enough to stand on your own, you can plunge into the Eight-Player Tournament option. This pits up to eight brave souls against each other in a simple elimination tournament. Eight become four, four become two, and then the final duo battles for the right to choose a "reward." This is not without risks, though. Depending on the Kombat Kode symbol you select, you may be shown a display of Fatalities, have your future foretold, or be given the "honor" of battling the worst of Shao Kahn's minions in an ultra-tough endurance round!

NEW MOVES

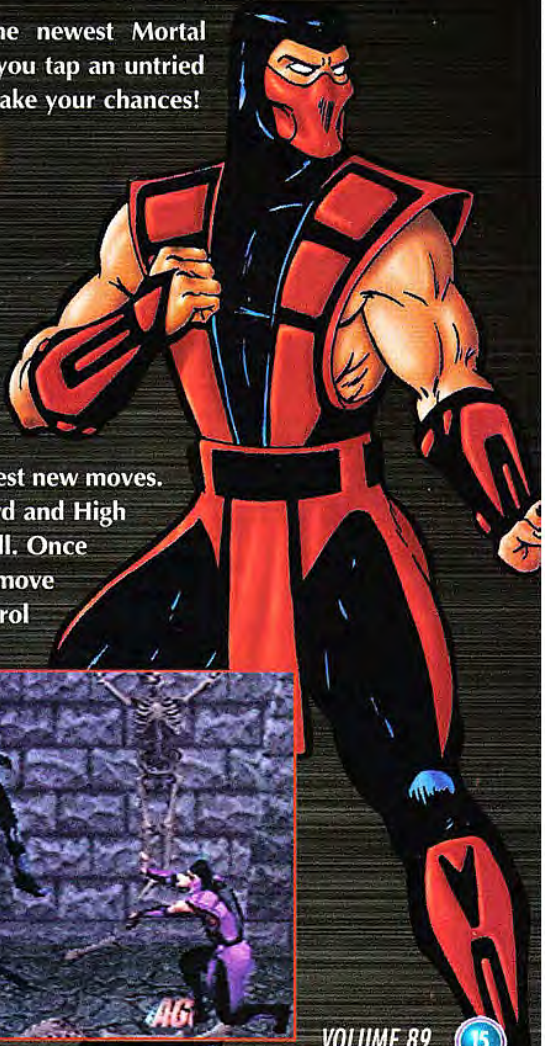
Even old kombatants can learn new tricks. Rayden's Reverse Lightning blast will fly off the screen and crash into your foe from behind, while Baraka's Whirling Blade attack (which began as a glitch in an earlier MK game) makes its official debut here. Even some combos have been tweaked, including Sonja's six-hit head buster, which now has a nasty juggle thrown in for added abuse.

KOMBATANTS

They're mad, bad and dangerous to know! Here are the newest Mortal Kombatants, complete with their signature special moves. Will you tap an untried fighter, or will you stick to an old favorite? Make your picks and take your chances!

RAIN

Once a fugitive from Shao Kahn's extermination squads, Rain has betrayed his world of Edenia and himself by agreeing to fight on the side of evil.



LIGHTNING

Turn on the power by pressing Back, Back and High Punch. You'll call down a bolt of lightning from the heavens to shatter your opponent's dreams of victory. With power like that, it looks like you could give Rayden a run for his money!

TRACTOR

Rain's Tractor Fireball is one of the best new moves. Press Down, Down/Forward, Forward and High Punch to toss out a cool, blue fireball. Once it strikes its target, you'll be able to move your opponent around via the Control Pad. Set 'em up and knock 'em down!

JADE

Jade has been ordered by Shao Kahn to bring the treasonous Princess Kitana back to Outworld. She will be forced to choose between betraying her childhood friend and her emperor.

BOOMERANG

Jade's razor-sharp Boomerang can hit any part of a challenger's body. Press Back, Forward and then High Punch, Low Punch or Low Kick to target the head, body or legs of your opponent. Hello, viewers! It's slice and dice time with your favorite ninja chef, Jade!

GLOW KICK

Cruise into action with this powerful sliding kick. Press Down, Forward and Low Kick to set yourself in motion. The only problem with this flashy move is that once you execute it, you'll be in a stall for about two seconds. If your intended victim successfully blocks your attack, you'll be in for a world of hurt, for sure!

INVINCIBILITY

This defensive move will render you invulnerable to projectile attacks. Press Back, Forward and High Kick to activate it. It will force any no good, fireball throwin', from-across-the-room-spear-hurlin', can't-take-it-on-the-chin-for-nothin', current and former Lin Kuei ninja types to finally get up-close and personal!

ERMAC

The origin of the brooding warrior known as Ermac remains shrouded in mystery. Rumor has it that he is the embodiment of the life forces of three slain warriors, brought back from the nether regions and fused by Shao Kahn's foul magic.

TELEPORT PUNCH

Press Down, Back and High Punch to disappear in a ball of flame, only to reappear on the opposite side of your hapless foe and deliver the mother of all sucker punches! It's a quick move and very tough to counter, even when it's expected.

FIREBALL

If there's anything the "mysterious ninja" knows how to do, it's throw a good Fireball! Press Down, Back and Low Punch to try out Ermac's pulsing, emerald green version of this perennial MK favorite.

NOOB SAIBOT

Noob Saibot is one of the Brothers of Shadow, dark warriors who serve a fallen elder god in a dimension far beyond the borders of Shao Kahn's realm. His mission is to observe the conflict between the Outworld and Earth and report back to his ominous lord.

GHOST FIREBALL

Press Down, Down/Forward, Forward and Low Punch to unleash a seething cloud of negative energy that will engulf your opponent. We must admit, bad ol' Noob makes the old seem new (and cool!) again.

BODY DOUBLE

Double your pleasure and double your fun by pressing Forward, Forward and High Punch. Your double will grab your opponent and toss him or her back over his head—right at your waiting fist!

TELEPORT

Press Down and Up for a quick shift in your priorities. You'll shoot up off the screen and literally pop up somewhere else. If you're on target, you'll grab your opponent and give him or her a face-to-face introduction with the cold, hard floor!

SMOKE

Betrayed by the Lin Kuei, Smoke has become their third cyborg assassin, charged with seeking out his former friend and ally, Sub-Zero.

TRIDENT

Mimicking the Spear move he used when he was fully human, the cyborg Smoke now uses a high-tech Trident instead. Press Back, Back and Low Punch to cast your line and reel in your prey. Be ready with a combo or a quick uppercut to turn your opponent into fish bait!

INVISIBILITY

This trick is only for the cleverest cyborgs. Not only will your opponent not know where you are, but you often won't know where you are, either! Press and hold Block (optional) and then press Up, Up and Run to become invisible to the naked eye and all enhanced cyborg senses.

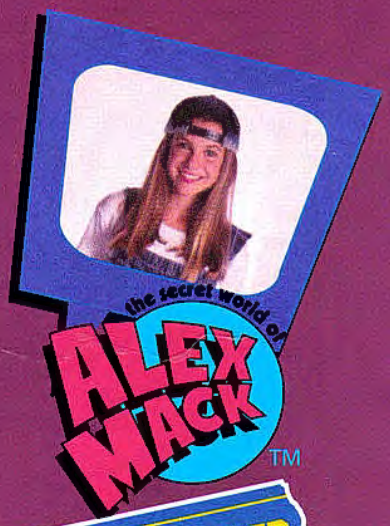
NINTENDO 64

Presents

NICKELODEON

SPOT THE DOT™

INSTANT WIN GAME



BLOCKBUSTER VIDEO®

10 Grand Prizes include:

One walk-on role on the hit Nickelodeon series "The Secret World of Alex Mack" including a trip for four to Los Angeles, plus a Nintendo 64 system with a Super Mario 64 Game Pak.

10,000 1st Prizes:

One free Nintendo 64 rental package with hardware system and one game for three evenings at Blockbuster Video.

25,000 2nd Prizes:

One free issue of Nintendo Power Magazine.

POWER MAKES IT EASY TO PLAY!

Nintendo Power scored game pieces for all subscribers, now it's up to you to win! Take the game piece out of your magazine and watch for the red dot on the new half hour of "More Nickelodeon" October 7th through October 20th every night at 8:00 p.m. Eastern/ 7:00 p.m. Central. When you see the red dot, hold the scrambled image of the game piece up to the television screen to reveal the secret message. The next time we see you, you might be on TV!

All first prizes must be claimed at participating Blockbuster Video stores by 11/30/96. Second prize claims must be received at address shown in official rules by 11/30/96. See official rules on game piece for details on how to claim your prize.

SPOT THE DOT ON MORE NICKELODEON!

8:00 PM E.T.

The Wubbulous World of Dr. Seuss

Oh the places you'll go—and the things you'll think—when the magic of Jim Henson Productions brings to life the world of Dr. Seuss and his famous feline, the Cat in the Hat. From Horton the Elephant to the Collapsible Frink, you'll meet old favorites and some new faces too.

Sundays

Hey Arnold!

Nickelodeon's newest Nicktoon is about a fourth grade kid who's got street smarts, imagination and a head shaded like a football. Meet Arnold, a city kid whose problems are a lot like yours: playground bullies, crushes, school plays and more. With a little help from his best friend Gerald, Arnold always finds a unique way to solve them.

Mondays & Wednesdays

The Secret World of Alex Mack

Alex Mack wasn't born with special powers. In fact she was pretty average until she was doused with a top-secret compound in a freak accident. Now she can turn herself into liquid and shoot bolts of electricity out of her hands. But Alex isn't a superhero. She's using her powers for a job much tougher than fighting evil—surviving the ups and downs of junior high school.

Tuesdays & Thursdays

KaBlam!

What happens when animation goes KaBLaM!? Find out in this new sketch comedy show crammed with cartoons. Henry and June, two cartoon kids, host their own show from inside a comic book filled with all different types of cartoons.

Fridays

Kenan and Kel

Follow the adventures of Kenan Rockmore and Kel Kimble, a duo who dauntlessly chase after the things most teenagers dream about, but few dare to pursue. Kenan's dreams and schemes always include his loyal pal Kel who, unable to resist his buddy's infectious enthusiasm, inevitably finds himself along for a bumpy ride filled with wild predicaments.

Saturdays

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WAVE RACE 64

Kawasaki Jet Ski

Forget Bay Watch. Once Nintendo's Wave Race 64 hits the video beach this fall, the best seaside action on TV will be found on the Nintendo 64. There's never been a game that looks or feels anything like this: realistic wave action, dynamic control, stunning 3-D courses with graphics effects that rival reality. Whether you're racing for the championship or hot dogging for stylin' points, Wave Race 64 delivers fun, sun and thrills. Get set for a teeth-rattling Tour de Surf in the next four pages. As for the Japanese screen text, we just couldn't wait for the translation. Next month, we'll have it all for you.

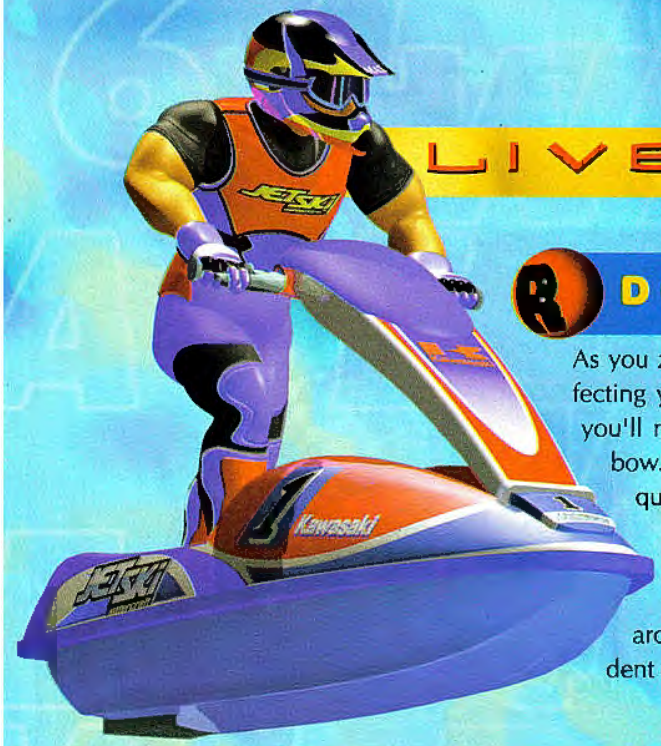
LOADS OF MODES

How many ways are there to play? Let me count the waves. You can race for the championship, challenge a friend, master acrobatic skills or set new time records. Wave Race 64 also contains three levels of difficulty and Dolphin Park, where you can practice your wave-hopping without clocks, judges or opponents to stress you out.

TWO FUN

Who rules the waves in your house? There's only one way to find out. Plug in two N64 Controllers and select the Two-player Mode for a match race to determine the best in your nest. Each player chooses a jet ski, you agree upon a course, then the race begins. The vertically split screen shows the watery course-times-two with all the 3-D details intact. You can even set a handicap to even things up between beginning and advanced riders.

LIVE AND LEARN



DOLPHIN PARK

As you zip about on the waves of Dolphin Park, perfecting your acrobatic skills and general skimanship, you'll notice friendly dolphins racing ahead of your bow. No, you can't hit the dolphins! They are too quick and they don't trust crazed jet skiers at all. You'll find jumps and obstacles in the park that you can hit, though, and in the case of the jumps, it's actually the right thing to do. When you've caught enough air, try racing at full speed through the arch of rock, or diving underwater after a jump. Once you feel confident on your fiberglass rocket, launch into one of the competition modes.

JAMMIN' JET SKIS

The four sleek and powerful Kawasaki Jet Skis in Wave Race 64 features unique driving attributes, which are determined by the combination of the rider and the machine itself. Players can adjust three settings: handling, engine and grip, then save the custom settings in the Controller Pak so they can take their own setup on the road to play on someone else's Game Pak.

Rider:
Ryota Hayami, Japan
Handling 3
Grip 4
Collision Stability 3
Maximum Speed 4
Acceleration 3
Skill Level .....
Beginner to Advanced

Rider:
Ayumi Stewart, USA
Handling 4
Grip 3
Collision Stability 2
Maximum Speed 2
Acceleration 5
Skill Level .....
Beginner

Rider:
Dave Mariner, USA
Handling 1
Grip 2
Collision Stability 4
Maximum Speed 5
Acceleration 2
Skill Level .....
Advanced

Rider:
Miles Jeter, Canada
Handling 5
Grip 1
Collision Stability 3
Maximum Speed 3
Acceleration 3
Skill Level .....
Intermediate

CHAMPIONS ONLY

For the ultimate racing challenge, enter the Championship mode and jockey through three circuits: Normal, with six courses, Hard, featuring seven courses, and Expert, in which you battle it out on eight courses. You earn points depending on your finishing position, then advance to the next race in the circuit. Below, you can see the variety of the race courses. There's something for everyone, from saltwater surfing to urban trawling. Every course has marker buoys that you have to pass on the left or right, so it's like a slalom at high speed.

SUNDAY BEACH

The straights are long, but the buoys will keep you waggling through the waves on this sun-drenched race course. The sandy beaches are forgiving if you lose control and skid up onto the land.

SUNSET BAY

The stunning graphic effects of the N64 lend all of the courses a sense of reality, but the low, glaring sun reflecting off of Sunset Bay may be the most impressive game graphic effect ever. The course is choppy with tight turns that will keep you swallowing saltwater as you squint into the setting sun.

MILKY LAKE

It's a peaceful morning. Trout swim by in the clear, inland water. Suddenly the quietude is ripped apart by four maniacs in wet suits and helmets cranking thunder from their machines. As they surge forward, churning the glassy waters into a boiling froth, they catch sight of pylons sticking out of the course ahead and narrow, twisting channels.

WAVERACE™

PORT PIRATES

This bustling port is no place for timid riders. High tides, a narrow passage through a ship's hull and wrenching turns will test every rider to the max. You'll find jumps and obstacle buoys, as well.

CASTLE CITY

Surging breakers crash on the rocky shore of Castle City, tossing riders and jet skis into the air. A shortcut through the city can give you the edge in competition, but don't try it during a Time Trial. Prepare to be punished.

TIME TRIALS

The Time Trial mode gives you the chance to post speed records on any of the courses that you have reached in the Championship mode. Without other riders on the course, though, you'll have to push yourself to the limit, shaving off precious seconds wherever possible. You can save your best time on the Controller Pak and take it to a friend's house for a Time Trial competition.

AQUABATICS

In the stunt mode, players shoot for high scores by performing amazing feats of balance and dexterity while racing along at high speed. With a little practice, you'll be able to twist your jet ski in the air, dive it under the waves, perform barrel rolls, flips, handstands, spins and other special moves. The course is marked by hoops and timed stages. Your score is determined by the number of stunts you perform and how quickly and accurately you ride through the course. This is one time when showing off really counts.

BARREL ROLL

BACK FLIP

HANDSTAND

STAR WARS®

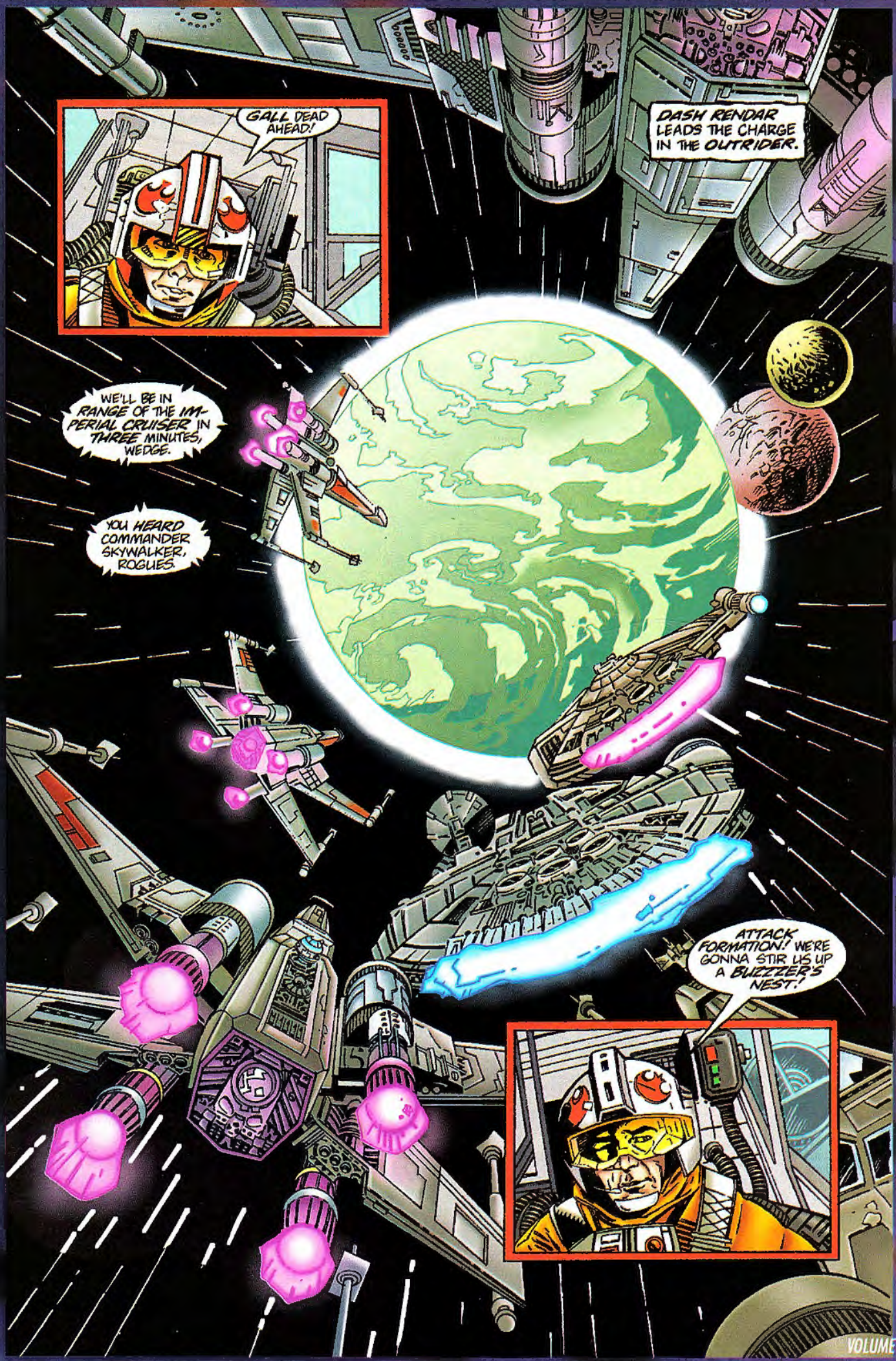
SHADOWS OF THE EMPIRE™

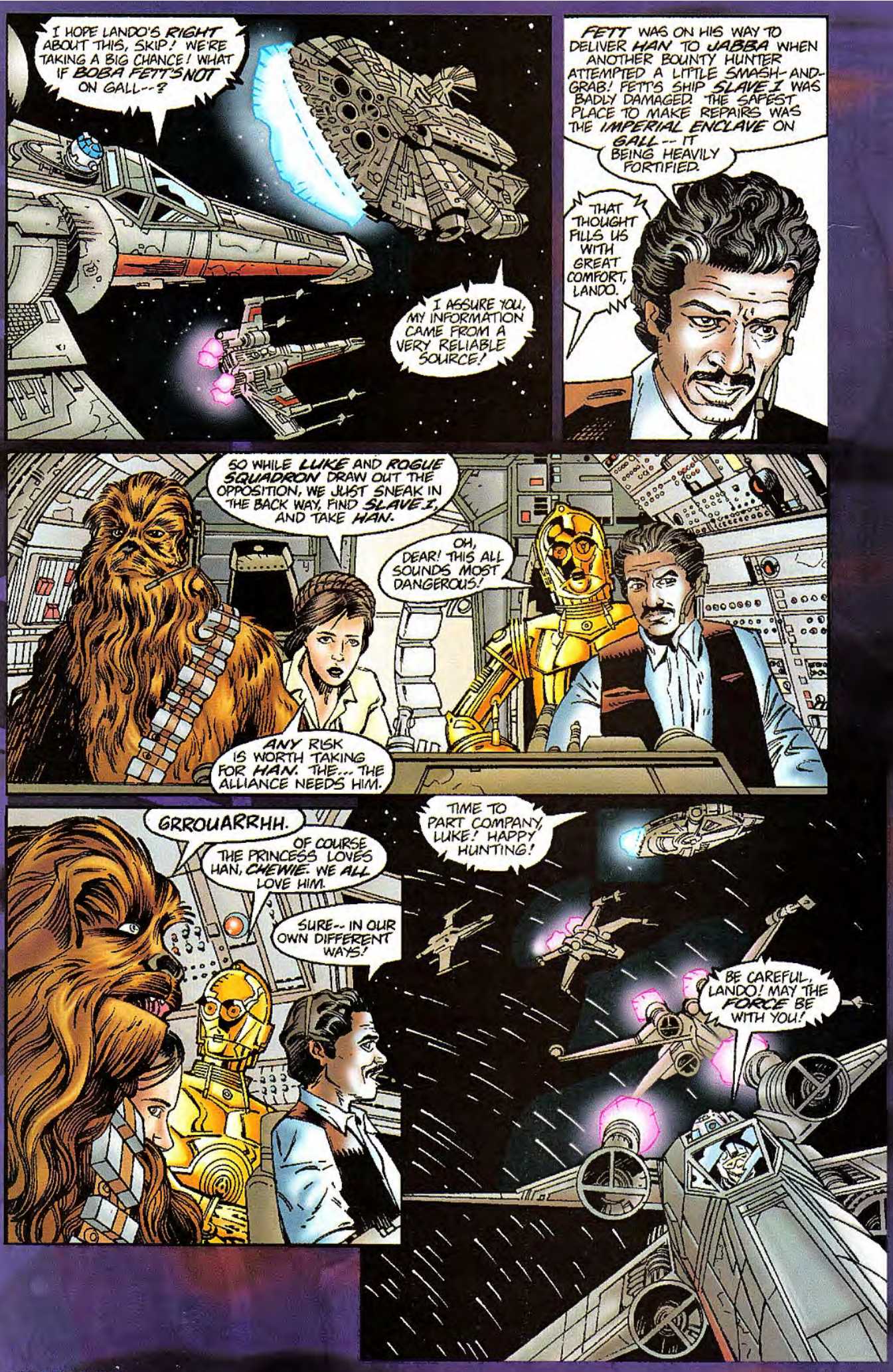
What follows is a chapter of the Dark Horse Comics' graphic-novel epic, *Star Wars: Shadows of the Empire*. Dark Horse has been publishing original Star Wars comic books and graphic novels since 1991, beginning with *Star Wars: Dark Empire*.

Dark Empire presented an entirely new approach to Star Wars comic-book adventures. As opposed to earlier comic-book adaptations, Dark Empire closely followed the tone and style of the Star Wars novels. Tom Veitch's story tied directly into continuity previously established in the books and motion pictures, and it brought a sense of majesty and grandeur unseen in earlier Star Wars comics. Additionally, Cam Kennedy's artwork set a new standard for the medium, with his vibrant colors and painstakingly detailed machinery.

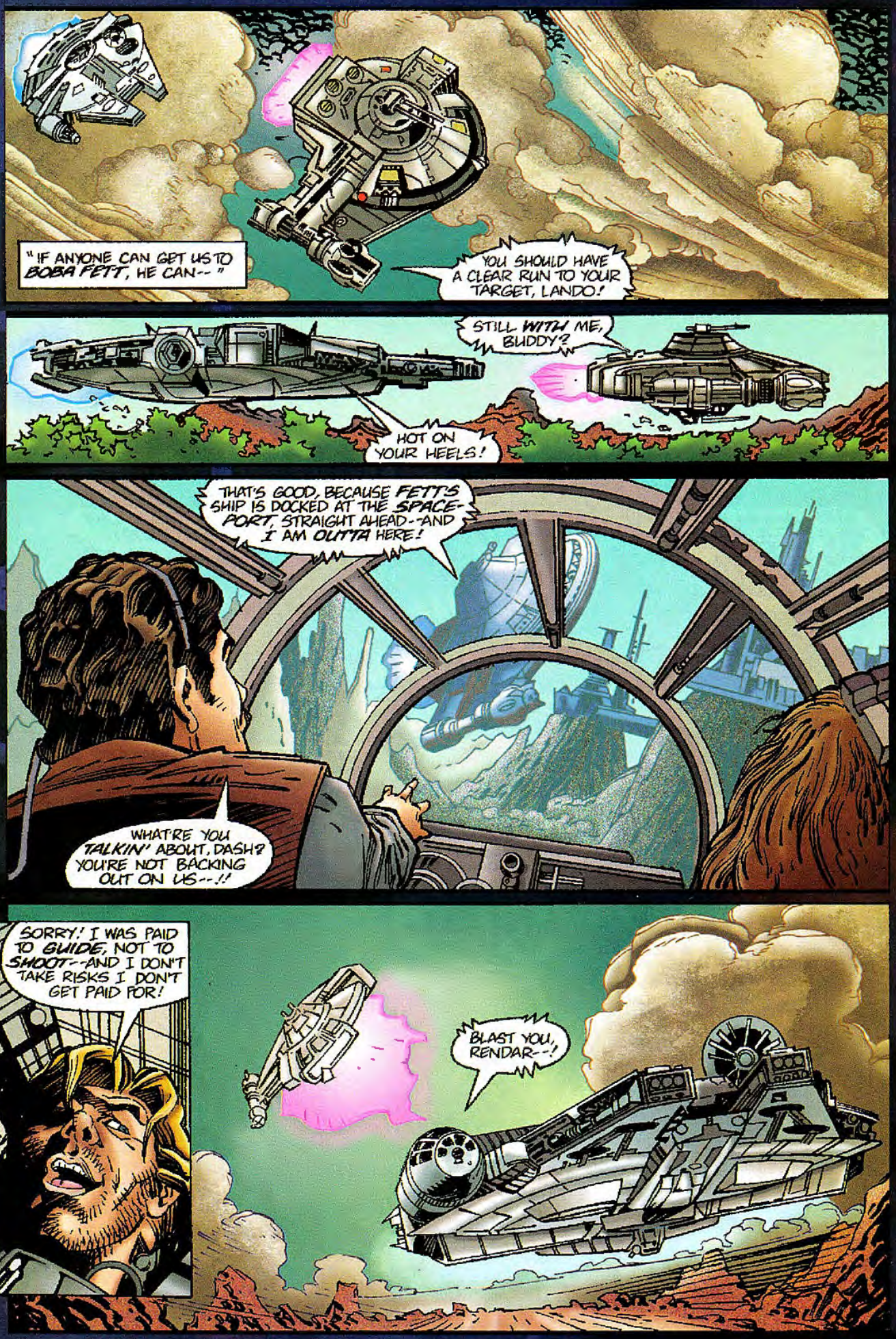
Star Wars: Shadows of the Empire picks up after *Star Wars: The Empire Strikes Back*. The Rebels are on the run after the Empire smashed their base on the ice-planet Hoth. The dreaded Galactic Emperor Palpatine schemes to deal the final blow to the Rebel Alliance. Luke Skywalker, reeling from Darth Vader's revelation on the cloud city of Bespin, ponders his own destiny and that of the Rebel Alliance. Meanwhile, Leia, Lando and Chewbacca search for Han Solo, captive of the notorious bounty hunter, Boba Fett.

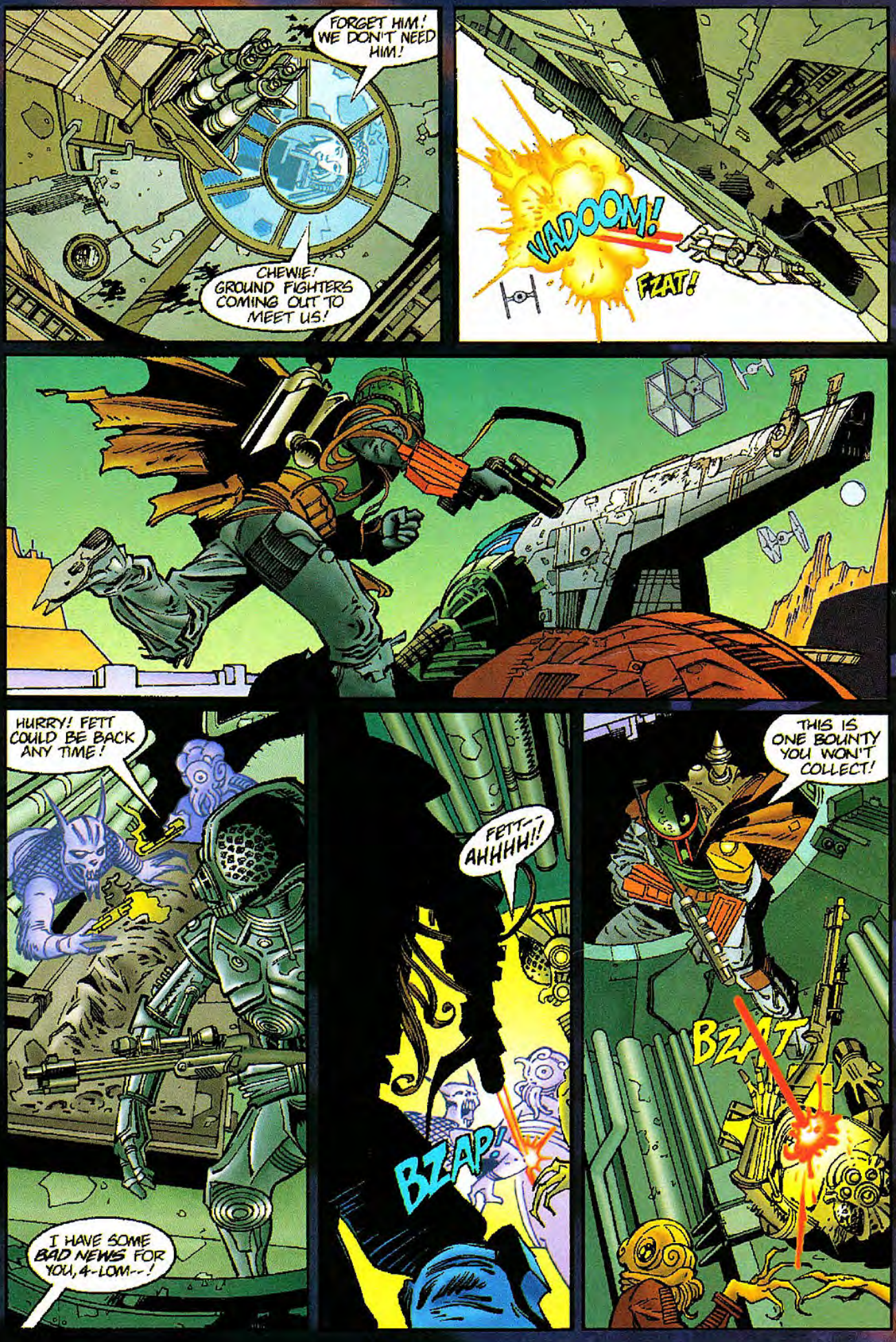
Since the release of that first successful series, Dark Horse has continued to produce new Star Wars comics stories. You'll find them at your local comic-book specialty store (phone 1-888-266-4226 to locate a store near you), or you can order them directly from the publisher by phoning 1-800-862-0052.

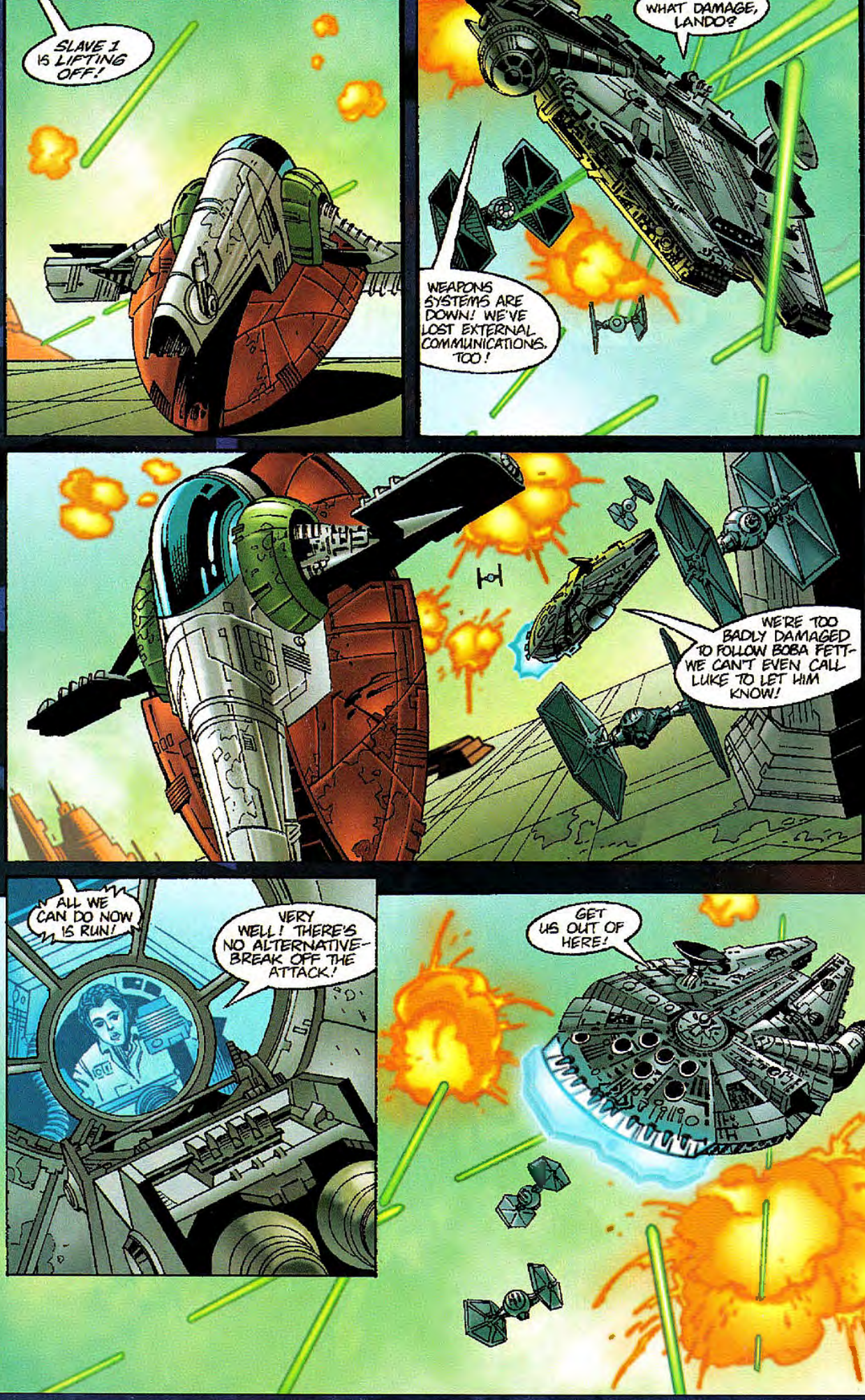

GALL DEAD AHEAD!
DASH RENDAR LEADS THE CHARGE IN THE OUTRIDER.
WE'LL BE IN RANGE OF THE IMPERIAL CRUISER IN THREE MINUTES, WEDGE.
YOU HEARD COMMANDER SKYWALKER, ROGUES.
ATTACK FORMATION! WE'RE GONNA STIR US UP A BUZZER'S NEST!

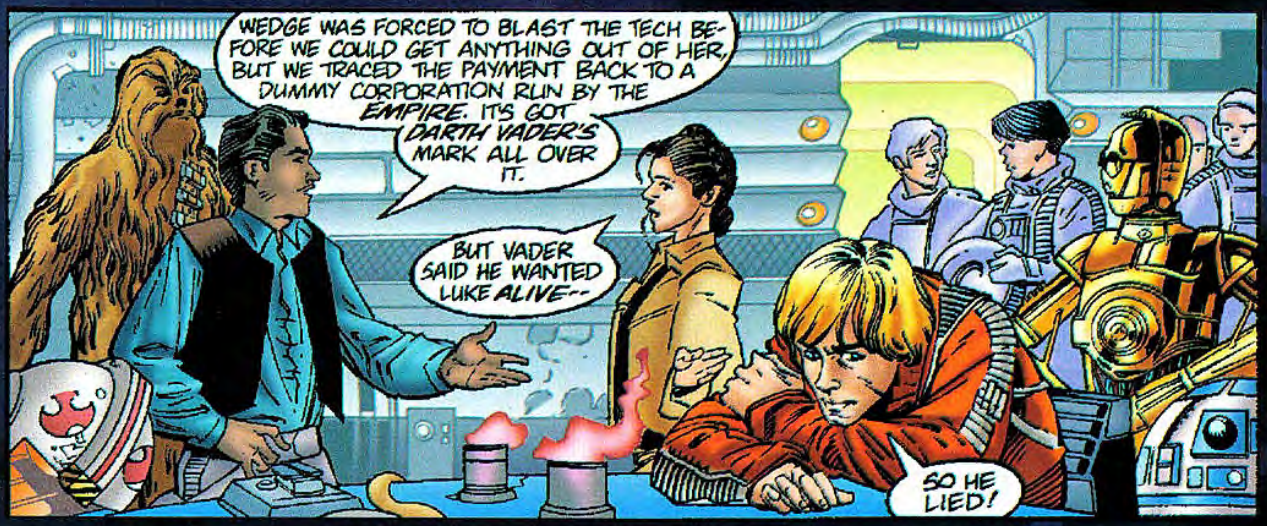

I HOPE LANDO'S RIGHT ABOUT THIS, SKIP! WE'RE TAKING A BIG CHANCE! WHAT IF BOBA FETT'S NOT ON GALL--?
I ASSURE YOU, MY INFORMATION CAME FROM A VERY RELIABLE SOURCE!
FETT WAS ON HIS WAY TO DELIVER HAN TO JABBA WHEN ANOTHER BOUNTY HUNTER ATTEMPTED A LITTLE SMASH-AND-GRAB! FETT'S SHIP SLAVE I WAS BADLY DAMAGED. THE SAFEST PLACE TO MAKE REPAIRS WAS THE IMPERIAL ENCLAVE ON GALL -- IT BEING HEAVILY FORTIFIED.
THAT THOUGHT FILLS US WITH GREAT COMFORT, LANDO.
SO WHILE LUKE AND ROGUE SQUADRON DRAW OUT THE OPPOSITION, WE JUST SNEAK IN THE BACK WAY, FIND SLAVE I, AND TAKE HAN.
OH, DEAR! THIS ALL SOUNDS MOST DANGEROUS!
ANY RISK IS WORTH TAKING FOR HAN. THE... THE ALLIANCE NEEDS HIM.
GRROUARRHH.
OF COURSE THE PRINCESS LOVES HAN, CHEWIE. WE ALL LOVE HIM.
SURE-- IN OUR OWN DIFFERENT WAYS!
TIME TO PART COMPANY, LUKE! HAPPY HUNTING!
BE CAREFUL, LANDO! MAY THE FORCE BE WITH YOU!

ALL YOURS, DASH! LEAD THE WAY!
STAY TIGHT ON MY TAIL, LANDO! HERE'S YOUR CHANCE TO PROVE YOU'RE STILL THE SECOND BEST PILOT AROUND.
YOU STILL TALK LIKE A HOTSHOT, BUDDY!
DASH RENDAR, MERCENARY
I CAN'T SAY I'M HAPPY ABOUT PUTTING OUR FATE IN THE HANDS OF A MERCENARY LIKE DASH RENDAR.
DASH? AW, HE'S OKAY. HE'S NO FRIEND OF THE EMPIRE, ANYWAY. AND HE DID GIVE A GOOD ACCOUNT OF HIMSELF FOR THE ALLIANCE ON HOTH.
WE USED TO DO A LITTLE SMUGGLING IN THE OLD DAYS--GUESS DASH NEVER GOT OUT OF THAT LINE OF WORK. THAT'S HOW HE KNOWS THE SET-UP ON GALL.
SOMETIMES I THINK HE'S A LITTLE TOO CONFIDENT FOR HIS OWN GOOD.
HE'LL NEED ALL THE CONFIDENCE HE CAN MUSTER FOR THIS ONE.
DON'T WORRY, PRINCESS--


"IF ANYONE CAN GET US TO BOBA FETT, HE CAN--"
YOU SHOULD HAVE A CLEAR RUN TO YOUR TARGET, LANDO!
STILL WITH ME, BUDDY?
HOT ON YOUR HEELS!
THAT'S GOOD, BECAUSE FETT'S SHIP IS DOCKED AT THE SPACE-PORT, STRAIGHT AHEAD--AND I AM OUTTA HERE!
WHAT'RE YOU TALKIN' ABOUT, DASH? YOU'RE NOT BACKING OUT ON US--!!
SORRY! I WAS PAID TO GUIDE, NOT TO SHOOT--AND I DON'T TAKE RISKS I DON'T GET PAID FOR!
BLAST YOU, RENDAR--!


FORGET HIM! WE DON'T NEED HIM!
CHEWIE! GROUND FIGHTERS COMING OUT TO MEET US!
VADOOM!
FZAT!
HURRY! FETT COULD BE BACK ANY TIME!
I HAVE SOME BAD NEWS FOR YOU, 4-LOM--!
FETT--AHHHH!!
BZAP!
THIS IS ONE BOUNTY YOU WON'T COLLECT!
BZAT


SLAVE 1 IS LIFTING OFF!
WHAT DAMAGE, LANDO?
WEAPONS SYSTEMS ARE DOWN! WE'VE LOST EXTERNAL COMMUNICATIONS, TOO!
WE'RE TOO BADLY DAMAGED TO FOLLOW BOBA FETT- WE CAN'T EVEN CALL LUKE TO LET HIM KNOW!
ALL WE CAN DO NOW IS RUN!
VERY WELL! THERE'S NO ALTERNATIVE- BREAK OFF THE ATTACK!
GET US OUT OF HERE!


WEDGE WAS FORCED TO BLAST THE TECH BEFORE WE COULD GET ANYTHING OUT OF HER, BUT WE TRACED THE PAYMENT BACK TO A DUMMY CORPORATION RUN BY THE EMPIRE. IT'S GOT DARTH VADER'S MARK ALL OVER IT.
BUT VADER SAID HE WANTED LUKE ALIVE--
SO HE LIED!

PERHAPS. BUT THIS COULD JUST AS EASILY BE THE WORK OF BLACK SUN. THE TROUBLE IS, WE DON'T HAVE ENOUGH HARD INFORMATION.
WE'VE GOT TO GET TO SOMEONE INSIDE BLACK SUN'S INTELLIGENCE NETWORK. THEY HAVE EYES EVERYWHERE.

ROUUUURR!
TOO RIGHT, CHEWIE! YOU DON'T WANT TO GET NEAR A CRIMINAL ORGANIZATION AS BAD AS BLACK SUN, PRINCESS. THEY'RE DANGEROUS.
IF THERE'S A PLOT TO ASSASSINATE LUKE, IT'S VITAL WE KNOW WHO'S BEHIND IT.

LUKE, I WANT YOU TO GO TO TATOOINE. FETT MAY ALREADY BE ON HIS WAY THERE WITH HAN.
RIGHT! I'LL TAKE ARTOO.
STAY AT BEN'S PLACE- KEEP OUT OF MOS EISLEY. IT'S BEST IF YOU'RE NOT SEEN AROUND UNTIL WE KNOW WHAT'S GOING ON.

TO BE CONTINUED--ON TATOOINE!

CREDITS

Written by John Wagner
Pencils by Kilian Plunkett
Inks by P. Craig Russell
Colors by Cary Porter
Color separations by Heroic Age Colors
Lettering by Dave Cooper
Design by Scott Tice
Edited by Peet Janes & Ryder Windham
Special Thanks to Allan Kausch & Lou Bank

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DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!™

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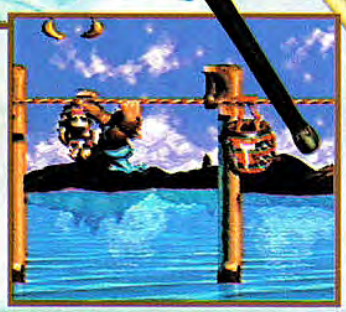
ADVENTURES IN BABYSITTING

While Nintendo's Donkey Kong Country 3: Dixie Kong's Double Trouble is still being designed, we're tantalizing your taste buds with tidbits of exclusive information on a few of the game's coolest and creepiest creatures, and a sneak peek at stage and level features. The basic story is that Dixie and her baby cousin, Kiddy, are trying to catch up with Diddy and Donkey Kong. But a Kremling robot named Kaos is trying to capture all of them! This 32-Megabit, battery-backed game has so much detail that we don't have enough pages to cover it all here, but you can count on more tips and strategies in the future issues of Nintendo Power!



NOT THE SAME OLD JUNGLE

Kong Country has changed quite a bit since your last adventure. Swanky has a new game and Funky is earning extra bananas at a boat rental shop. But what's up with the bears running around?

THE BEAR NECESSITIES

Business is hardly bearish for the bear family living on the islands around Kong Country. Shop their stores and listen to their tales. A few give you advice or information while others need help solving a problem. If you assist the bears, they'll help you on your quest.

Hello there... how's it going Kiddy? Banana's me name and I've yet up home here. Building stuff, corrections
I've been working your progress for quite a long time now. Blunder's me name but you can call me Mr. Blunder.

SWANKY'S TENT

Step right up and throw a ball! In Swanky's Tent, you might win it all! This is the only game in town where you can toss at targets and win bunches of bananas and bear coins. Cranky won't let you take a turn unless you challenge him to a match.

FUNKY'S RENTALS

When Funky isn't catching a wave, he's hammering away at his summer job repairing watercraft. If you find the parts he needs, Funky will reward you with a new watercraft. You'll find the patch for the Hovercraft when you defeat the Giant Spider, Arich, in Kremwood Forest. Give Funky the patch and he'll plug up that annoying leak in the side of the boat.

GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

Besides including your favorite old friends like Cranky, Swanky and Funky Kong, DKC 3 introduces a jam-packed jungle of new animal acquaintances with innovative abilities.

A JOB FOR KIDDY KONG

Don't expect Kiddy to sit around whining when he's left alone in the jungle. This baby behemoth has no problem krushing Kremlings against his premature primate pectorials. Kiddy can also lift Dixie and toss her to high places. If the going gets tough, let Kiddy roll up into a ball and clear a path to the end of the stage.

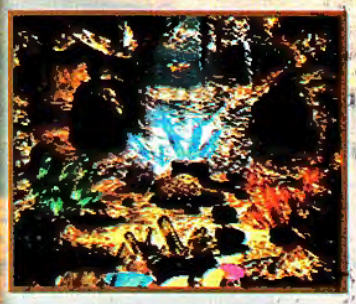
WRINKLY SAVES THE DAY

Looking for a place to save your game? Go see Wrinkly Kong! After years of teaching in the Kong Country School District, Wrinkly has finally hung up her ruler and grabbed her aerobics shoes. If she's not too busy watching workout tapes, she'll gladly save your progress.

ELLIE THE ELEPHANT

Ellie is one of five animal helpers that can assist Kiddy and Dixie during their adventure. Each animal has at least one special ability. Ellie can pick up and throw barrels with her trunk or inhale water and spray foes out of her path.

BANANA BIRDS



Banana Birds are frozen inside hidden crystal caverns throughout the land. If you can reproduce the musical notes of the crystalline melody that echoes through each cave, you'll shatter the spell and release the Banana Birds.

THE ARMY OF KAOS

No diabolical plan would be complete without a bevy of baddies. Kaos has an army of Kremling kreeps. These fanatical followers will obey any order given by their mechanized master of mayhem.

KLASP

Klasp hunts for prey on overhead lines. He is a natural predator of apes, birds and utility workers.

BRISTLES

Bristles can trip up anyone if he gets underfoot. Take him out with a barrel or leap over him.

KOIN

Koin's tough armor makes him invulnerable—unless you can find a way to hit him from behind.

KOPTER

Kopter dives down on unsuspecting simians. Get some altitude by repeatedly jumping on his head.

REKOIL

Re—Koil uses his springy tail to launch at unsuspecting apes. Hop on his head while he's grounded.

NIBBLA

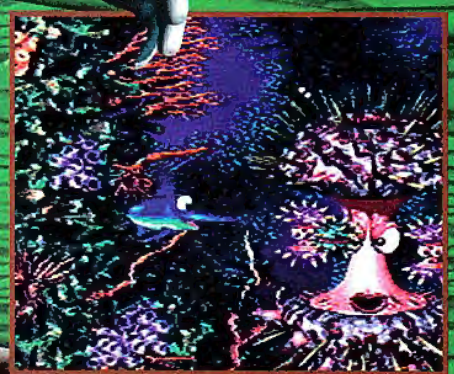
Nibbla's insatiable appetite drives everyone out of the water. Try tossing him a Kremling snack or two.

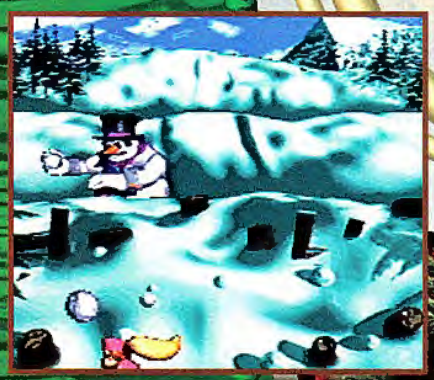
BUZZ

Buzz's buzz-saw back blade has a nasty sting. Use a barrel to knock the green Buzzes out of the sky.

FORMIDABLE FIENDS

DKC 3 introduces tougher, big-time baddies with better brains as well as more brawn—innovations that will delight experienced players. While the Kremling leaders in previous games were vulnerable to barrels and bounces on the noggin, you'll have to think up new strategies and find new weapons to use to defeat the varied vanguards in the Kremling army of Kaos.





THE WILD WORLD OF DKC 3

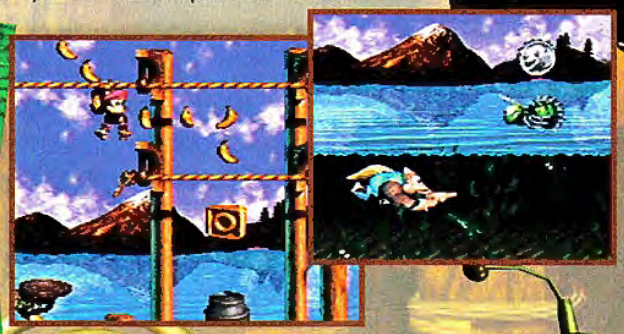
Dixie Kong's Double Trouble features seven vast regions, and if you keep talking to Blunder Bear, he'll spill the beans about a secret Lost World!

TIDAL TROUBLE

Get ready to get wet when you dive into the Lakeside Limbo and Tidal Trouble stages on Lake Orangatango. If you want to find hidden secrets, use Kiddy and Dixie's team throw technique on the dilapidated docks.

1 Lake Orangatanga

The once-placid shoreline of Lake Orangatanga has been invaded by scores of Kaos's krooked Kremling krew. This six-stage lake resort has a little bit of danger in every terrain, ranging from undersea uncertainties to alpine altercations. Either Dixie or Kiddy can complete each stage, but you need the talents of both primates to find all the hidden items and bonus levels.



DOORSTOP DASH

Hang in the dusty workshop of Doorstop Dash and you'll figure out how to pull down the door control levers suspended from the ceiling. After you grab a lever, you'll have only a short time to run through the door as it slowly closes.

2 Kremwood Forest

A gurgling river runs through the dreary darkness of Kremwood Forest. Brash Bear, champion river racer, makes his home here. If you actually think you can beat his fantastic time, test yourself in the Riverside Race stage. But watch your hairy step—there's a tale or two about a giant spider lurking somewhere in the forest's shadowy glades.

3 Mekanos

Slime from the heavily industrialized island of Mekanos is polluting the water North of Funky Kong's rental shop. There's been some strange goings-on late at night around the factories and wild tales about low gravity gases in underground chambers. Could this be where Diddy and Donkey are monkeying around?

TEAM THROWS

Use the team throw technique to uncover high and low hidden items throughout the game. If Kiddy throws Dixie, she can get to hard-to-reach locations. If Dixie tosses Kiddy, he can use his extra layers of baby fat to break through flimsy floors.

DEEP SEA DANGERS

Nearly every area in the game has at least one underwater stage. While apes are good swimmers, they can't paddle faster than the fish. Every school of fish has a pattern, and you can avoid being eaten by diving between the gaps in the fins.

TREETOP TERROR

A Kremling forest management team working in the Mekanos Island forest noticed that Dixie and Diddy were up a tree. Ripsaw Rage is a mad dash against a sinister, serrated edge. Can you escape or will you be cut to wood pulp?

PIPELINE PERILS

Before their adventure is over, Kiddy and Dixie will log more miles of precarious pipeline than any other Kong family member. The toughest part is in the Kaos Kore plumbing. Where's Mario when you need him?

4 COTTON-TOP COVE

Cotton-Top Cove is a lovely series of tiered lakes connected by roaring waterfalls. This region was a popular tourist destination before all the Kremlings showed up and chased everyone away. With the exception of a bummed-out bear named Blue, the Cove is deserted. Perhaps Blue could help you out if you found something to cheer him up.

5 K3

Winter always has an icy grip on the slick summit of K3. This is the hunting ground of Bleak the Snowman, the most ruthless righthander to ever chuck a dirty snowball. Watch your step on the slick slopes or you might slide into a bottomless crevasse. And be sure to warm your frozen toes at Blizzard Bear's Base Camp.

6 RAZOR RIDGE

Like the mountainous K3, Razor Ridge is full of peaks and valleys. The bear brothers, Benny and Björn, run a chairlift operation here. Björn would be happy to give you a ride to the top of the ridge if you found his Number Six Wrench for him. If Barter Bear doesn't have the wrench, you might want to see if it fell into the alpine lake in the valley.

7 KAOS KORE

Unless you believe those silly bears and their rumors about a Lost World, Kaos Kore is the last area in Donkey Kong Country 3. Kaos, the most menacing mechanical monster ever built, has surrounded his secret complex with possibly the roughest, primate-proof stretch of jungle, water and subterranean levels in video game history. Look for more coverage in the months ahead.

COUNSELORS' CORNER

Super NES

UNCHARTED WATERS: NEW HORIZONS

Timmy Bechtel

I HOW CAN I AVOID A BATTLE?

Unless you're the luckiest sailor on the high seas, sooner or later you're going to be outgunned and forced to flee. If you can, retreat to a port and wait until dark. Ships won't fight at night, so try to make your escape under the cover of darkness. The best way to avoid battles is to have fast ships. The best ship overall is the full-rigged ship, sold in the port city of Antwerp.

When you're outgunned, flight is a better choice than a fight. If you have fast, full-rigged ships, you can outrun any threat on the seas.

If your vessels can't keep pace with jellyfish, try running from your foes under the cover of darkness. No fleet will dare to fight at night.

? HOW DO I LEARN NEW SKILLS? ?

There are five skills you can learn in New Horizons. These skills are Accounting, Cartography, Celestial Navigation, Gunnery and Negotiation. With the right attributes, fame and experience, your character can acquire some of these skills. Celestial Navigation is taught by Professor Juliano at the Observatory in Naples. You can learn Gunnery from Dr. Wolf in Hamburg and Cartography is taught in any city or town that has a cartographer. If your character cannot learn a certain skill, try recruiting a crew member who has the talent you're looking for.

Any cartographer can teach you about map making if you're willing to pay their fee.

See Dr. Wolf in Hamburg to learn about Gunnery. Your Courage rating should be at least 80.

Professor Juliano can teach you about Celestial Navigation if your Knowledge is at least 80.

OGRE BATTLE

Maria Nelson

HOW DO I REMOVE OR TRANSFER AN ITEM?

If you've lost your Ogre Battle instruction manual, you might have a tough time trying to figure out how to remove or transfer an item. Locate an empty spot on your inventory and transfer the item from the character to the main inventory list. If your inventory is full, discard items you don't need before you try to transfer valuable items. Then go find your instruction manual.

Be sure to keep your instruction manual nearby or you'll miss out on the game's basic functions.

Transfer equipped items from the character back to an empty space on your inventory list.

HOW DO I DEFEAT GARES, THE BLACK KNIGHT?

Conserve your Tarot Cards for the battle against Gares on Avalon Island. Tarot Cards are the quickest method for defeating the knight. Deal the cards prior to doing battle. The Fool card will banish Gare's force of Black Dragons, while the Magician, Chariot, Emperor, Justice and Moon cards eliminate the Black Knight's hit points. If you're a bold tactician, try leading a force of magis to mop up the remainder of the forces around the knight's castle.

Before engaging Gares the Black Knight, deal out your Tarot Cards and soften up his armor.

Gare's Black Dragons are duped by the Fool Tarot Card. Use one or two and wipe them out.

If you don't have enough cards, risk your reputation and trade a few cities with the enemy.

HOW DO I GET TRISTAN TO JOIN MY ARMY?

There are several criteria you must meet before Tristan, heir to the throne of Zeteginea, will join you. Your character must have high alignment, good charisma, and possess the Herostar. Your reputation gauge should be nearly full and you must forgive Deneb the Witch. Make sure you have the Key of Destiny. Look for Banya in Kal Robst at the Slums of Zenobia. She is the keeper of the key. If you tell her that you are not fighting to become the ruler, she will give it to you. Tristan joins you when you present the Key of Destiny at the battle for the City of Malano.

You must possess the Herostar and the Key of Destiny before Tristan will join the rebellion.

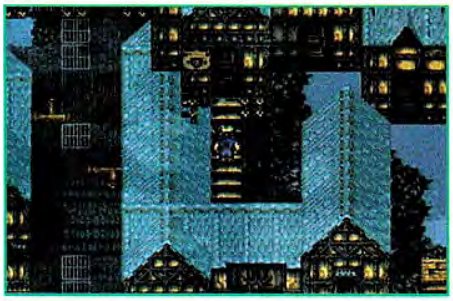
Tell Banya in Zenobia that you don't want to be a ruler and she'll give you the Key of Destiny.

Give Tristan the Key of Destiny at the City of Malano or he will never fight at your side.

Super NES FINAL FANTASY III

HOW DO I GET THE PALADIN SHIELD?

The Paladin Shield casts the Ultima Spell in battle. Visit the armor shop at the Village of Narshe in the World of Ruin. Let Locke lead your party. Buy the Cursed Shield and equip it and the Ribbon on Locke. Now go pick some fights with random monsters outside town. After 255 battles, the Cursed Shield will transform into the mighty and magical Paladin Shield.



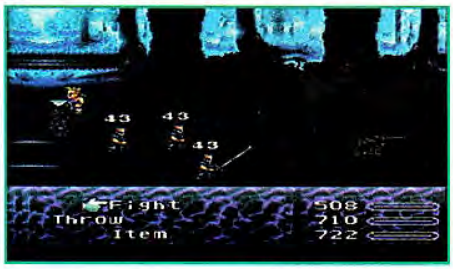
Let Locke lead your party to the Armor Shop at the Village of Narshe in the World of Ruin.

Equip the Cursed Shield and the Ribbon. After 255 battles, the mysterious curse will be broken.

HOW DO I DEFEAT THE PHANTOM TRAIN?

The Phantom Train is the end of the line for some inexperienced role-players. The key to victory is making use of all of your adventurers' resources. Your party members' levels should average 15. If you have Shadow and Interceptor on your team, you'll win the battle by sheer numbers within a handful of attempts. If you only have Cyan and Sabin, concentrate on using Cyan's Sword Tech Level 1 and Sabin's Pummel or Fire Dance attacks. Finally, use the soothing Fenix Down and Revivify on the ghostly express. Healing items damage all the undead creatures.

Acid rain is a pain when you're running from this train. Your characters' must be at least level 15.



Cyan's Sword Tech and Sabin's blitz attacks eventually derail the underworld express.

The Fenix Down and Revivify devastate all undead creatures, including the Phantom Train.

HOW DO I DEFEAT THE ATMA WEAPON?

The Atma Weapon lurking on the Floating Island likes to burn its victims with the Flare spell and finish them off with the jarring Quake spell. Launch your own preemptive strike by casting the Osmose Spell and stealing a portion of the Atma Weapon's magic points. Cast the spell repeatedly until Atma cannot use the Flare or Quake spells. The average character level of the members in your party should be at least 27. Shadow can blunt Atma's bite by using the Scroll or Bolt Edge attacks. If you're still having a tough time, call in the Moogles. Mog's Vanish Spell, coupled with the Doom Spell or the Dusk Requiem dance, will ruin Atma's day. Mog can also use Cave-In and Snare to demolish him.

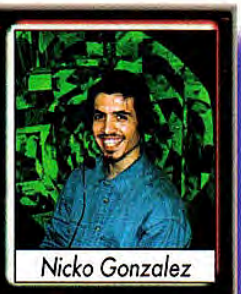
Don't get burned by the Atma Weapon's Flare spell. Cast Osmose and steal the weapon's MP.

If you have Shadow in your party, use Scroll or Bolt Edge. You did wait for Shadow, didn't you?

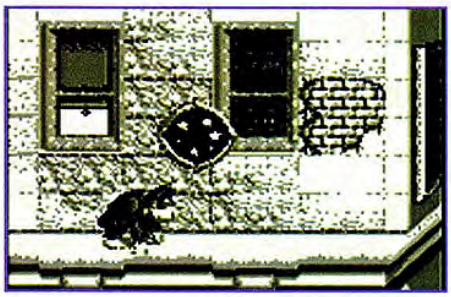
If you have Mog in your party, let him cast the Vanish and Doom spells on the Atma Weapon.

DONKEY KONG LAND

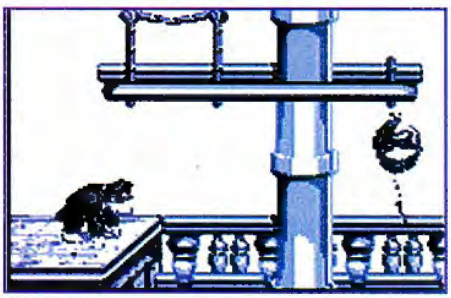
WHERE IS THE SECOND BONUS ROOM IN LEVEL 4-7?


Nicko Gonzalez

This hidden bonus room in Oil Drum Slum is one of the most commonly missed areas in Donkey Kong Land. From the second Continue Point in Level 4-7, scamper and climb until you encounter a Klump, the big lizard that Diddy can't hurt. Let Donkey Kong stomp on Klump, then run left and pick up the TNT barrel. Carry the TNT back to the right and throw it at the flaming oil drum. This blasts open a hole. Drop down to a ledge, then trot right to the Barrel Cannon. Hop in the barrel , shoot into the Bonus Room, and grab as many 1-up balloons as you can.


Your journey to the hidden Bonus Room starts at Oil Drum Slum's second Continue Point.

Have a blast! Carry the TNT barrel back to the right and throw it at the flaming oil drum.


The second bonus room has several 1-up balloons. You need to find this area to score 100%.

HOW DO I GET PAST THE SWIRLWINDS?

Level 2-7, Swirlwind Storm, is a turbulent zone filled with stone tornadoes and diving bees. While you must do your best to avoid the bees, there is a trick to getting around the stone tornadoes. Treat the tornadoes like spinning tops. If you carefully jump up and run on top of the tornado, you can ride them through the stage. Use this technique to navigate hazardous crossings and avoid the buzzing bees.

Between Swirlwind Storm's buzzing bees and the turbulent tornadoes, it's nearly impossible to avoid everything without taking a single hit. The trick is to run on the top of each swirling tornado.

To run on a tornado, jump up and tap to the left to maintain your balance. It's similar to running on a spinning top. If you monkey around and fail to keep up, you'll slide off and fall to the ground.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

FINAL FANTASY MYSTIC QUEST

Q: How do I raise my companion's levels?
A: You cannot increase your friend's levels, just your own.

Q: What does the Giant Tree spell out while it walks?
A: It spells out "Go on Kid!!"

Q: What is the best sword in the game?
A: The Excalibur Sword. Look for it in Pazuzu's Tower.

ROBOTREK

Q: Why won't AKIHABARA speak to me in Fortress Ent?
A: You haven't defeated Bugbug in the computer yet.

Q: What is the timer on the Battle Screen for?
A: This is a Bonus Point Timer. If you defeat all of the enemies before the timer runs out, you'll receive some bonus MEGS at the end of the fight. MEGS are the same thing as experience points.

STAR WARS

Q: How do I make an extra long jump?
A: Execute a Super Jump by holding down the B Button as you run, then hit the A button to leap.

Q: How do I board the Millennium Falcon in the Death Star?
A: Stand in front of the gangplank and press Up on the Control Pad. If you can't find the gangplank, look for it on the left side of the ship, directly below the cockpit.

STREET FIGHTER ALPHA 2

The series that jump-started the street fighting craze returns to the Super NES after a two-year absence, and Street Fighter Alpha 2 is well worth the wait!

©1996 Capcom Co Ltd.

WHO NEEDS A NUMBER THREE!

More amazing than the fact that none of the Street Fighter games has ever had a number "3" in its title is the phenomenal success the series has enjoyed. Many of the fighting faithful hail the SF series as the one for purists, those who value play control, speed and tactics above all. Street Fighter Alpha 2 reemphasizes the series' focus on true hand-to-hand combat. In fact, SFA 2 is a lot like a Jackie Chan movie: there are some really spectacular stunts in it, but the real fun is in trading kicks, punches and combos in a whirling frenzy of limbs. SFA 2 somehow manages to contain all of that action, along with 18 characters and a slew of animated backgrounds, within its 32-megabit architecture.

GETTING REACQUAINTED

For those of you who are unfamiliar with the Street Fighter Alpha series, here's a quick run-down. SFA (which did not appear on any Nintendo system) was a "prequel," shoehorned in between the original SF arcade game and SF II. SFA 2 is a sequel to SFA, but still set before SF II. Got it? All of the new tactics in SFA 2 are powered by the Super Combo Gauge at the bottom of the screen, and you punch, kick and execute special moves to build up your energy. There are three power levels, and once you pass Level 1, you'll be able to perform a Super Combo, Custom Combo or an Alpha Counter.

SFA 2 is aimed at serious tournament fighters, but the Simple Command option allows "button mashers" to have fun, too!

SUPER COMBO

Once you have enough energy built up, you can execute a Super Combo, which is usually a longer, more powerful version of one of your special moves with a few extra punches and kicks thrown in for good measure. The more energy you have stored up, the more powerful your combo will be.

The Simple Command option on the Character Select screen allows you to execute a Super Combo by pressing just two buttons.

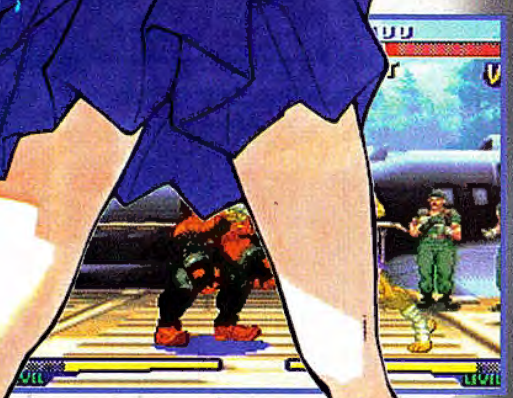
ORIGINAL COMBO

Pressing two punch buttons and a kick button (or vice versa) simultaneously starts the Custom Combo timer. As long as the timer is on, any punches, kicks, throws and moves you perform will automatically form a combo!

The strength of a Custom Combo will depend on the energy you have.

ALPHA COUNTER

With so many terrific ways to deal out damage, Capcom's engineers had to make sure that you could also defend yourself well. Enter the Alpha Counter. Press Back, Back/Down, Down and any punch or kick after you've blocked an attack to immediately counterattack and put your opponent into a stall.



The Alpha Counter is also fueled by Super Combo energy. You must be at least to Level 1 to use the Alpha Counter.

ADON

A master of Muay Thai like Sagat, Adon considers his former training partner a failure for losing to Ryu. Adon's reach is second only to Dhalsim's, making him nearly impervious to jump-in attacks. His crouching Middle Punch can ward off foot sweeps with ease, and he can cross vast distances quickly with the Jaguar Tooth.

Jaguar Revolver

↓↘→↓↘→+K

This rapid-fire combo shows off Adon's supreme skill with foot maneuvers.

Jaguar Variable Assault

↓↘→↓↘+P

This is one of the few moves in which Adon uses his hands.

3-Hit Combo
Jump in, SP, WP, →↓↘, MK
4-Hit Combo
Jump in, MK, WK, →↓↘, SK

Jaguar Kick	↓↘→+K
Rising Jaguar	→↓↘+K
Jaguar Tooth	→↘↓↙←+K

AKUMA

Akuma studied under the same teacher that Ryu and Ken did, so his tactics are similar to theirs, but he has developed a few moves of his own geared to his larger size. His Hyakki-shu special move is very effective against "turtling," and the Zanku-hadoken works well on offense and defense. The Shun-goku-satsu is extremely powerful but slow to start.

Go-hadoken	↓↘→+P
Go-shoryuken	→↓↘+P
Tatsumaki-zanku-kyaku	↓↙←+K
Hyakki-shu	↓↘→↗↑+P
Zanku-hadoken	Jump, ↓↘→+P
Shaku-netsu-hadoken	→↘↓↙←+P
Ashura-senku	→↓↘+2P
Messatsu-go-hado	↓↙←↓↙←+P
Messatsu-go-shoryu	↓↘→↓↘+P

Tenma-go-zanku

Jump, ↓↘→↓↘→+P

This rare air attack gives Akuma a tactical advantage that most of the other fighters may find difficult to counter.

Shun-goku-satsu

WP, WP, →+WK, FP

This multiple uppercut can rack up to four hits, but try to put your opponent into a stall first.

3-Hit Combo
Jump in, MK, WP, →↓↘+WP
4-Hit Combo
↓+WK, WK, ↓↙←+MK

BIRDIE

Birdie's size belies his maneuverability. To counter fireball attacks, execute a Bullhorn to slip past the projectile and then grab your opponent for a throw.

The Birdie

←Charge, →←→+P

This simple but effective combo strikes at mid- to high-level on the body.

Bull Revenger

↓↘→↓↘+K or P

Punch this one in, and you'll throw your opponent around like a rag doll!

Bullhead	←Charge, →+P
Bullhorn	2-3P or 2-3K
Choke Chain	→↘↓↙←↖↑↗→+P
Bandit Chain	↓↙←↖↑↗→↘↓+K

3-Hit Combo
Jump in, SK, ↓+SP, ↓+SP
3-Hit Combo
Jump in, SK, ↓+SP, ←Charge, →+WP

Special Attacks | Unique Move | Super Combos

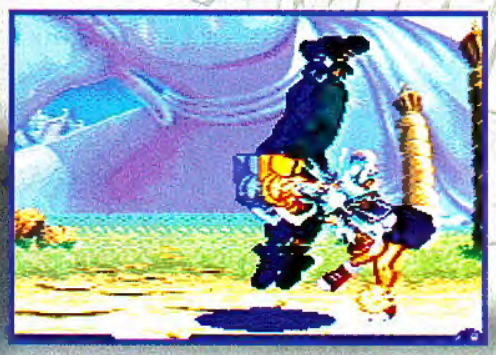
CHARLIE

Charlie is Guile's old comrade-in-arms, and it shows in their similar fighting styles. With such a limited repertoire, however, you'll need to be very clever to prevail against your opponents. Foot sweeps and jump-ins will be the only consistent ways to score a first hit, but this will get old pretty fast. You'll have to rely on feints and fake-outs.

Sonic Boom	←Charge, →+P
Flash Kick	↓Charge, ↑+K
Sonic Barrage	←Charge, →←→+P
Crossfire Blitz	←Charge, →←→+K

3-Hit Combo
Jump in, FP, ←Charge, →+MP
5-Hit Combo
Jump in, WP, ↓+WK, ↑+FK

Somersault Justice



↙Charge, →←↗+K

This combo starts with mid-level hits and ends with a flip. Depending on the range, you may end up behind your opponent.

DAN

Dan is another Shotokan devotee, but he's not as accomplished as Ryu, Ken or even Akuma. He can fake a fireball to fool his opponents, but only his Dan-ku-kyaku special move sets him apart from the other practitioners of karate.

Gadoken	↓↘→+P
Ko-ryu-ken	→↓↘+P
Dan-ku-kyaku	↓↙←+P
Shinku-gadoken	↓↘→↓↘→+P
Ko-ryu-rekka	↓↘→↓↘+P

Hissho-buraiken ↓↙←↓↙←+K

3-Hit Combo
Jump in, MK, WK, ↓↘→+WP

The Hissho-buraiken can strike up to four or five times, but it must be performed right next to the target.

GEN

Press all three punch or kick buttons to switch from the Ki-ryu style to the So-ryu style and back. When using So-ryu style, try a crouching Weak Kick, a Medium Punch and a Strong Kick as the basis for a combo. Add on other blows and special moves and see what develops.

So-ryu: Shi-ten-shu

↓↙←↓↙←+P

When fully powered, this attack can take up to 25% of your enemy's energy.

So-ryu: Zen-ei

↓↘→↓↘→+P

This move works well, even at long range.

So-ryu	
Hyaku-ren-ko	P,P,P,P.....
Geki-ro	→↓↘+K
Zan-ei	↓↘→↓↘→+P
Ki-ryu	
Jya-sen	←Charge, →+P
Ouga	↓Charge, ↑+K
Kouga	Jump, ↓↙←↓↙←+K
Jya-ko-ha	↓↘→↓↘+K

3-Hit Combo
So-ryu: Jump in, SK, MK, SK
3-Hit Combo
Ki-ryu: Jump in, SK, WP, ←Charge, →+SP

K=Kick Button, P=Punch Button, W=Weak, M=Medium, S=Strong

GUY

Guy doesn't have much variety, but he's very quick on the draw. For a swift mid-range attack, feint with a Medium or crouching Strong Kick, then execute a Weak Haya-gake and follow it up with a body throw. This Guy has warp drive!

Bushin-izuna-otoshi	↓↘→+P+P
Bushin-senpu-kyaku	↓↙←+K
Haya-gake	↓↘→+K+K
Hou-zan-to	↓↙←+P

3-Hit Combo
Jump in MK, ↓+MK, ↓↙←+MK

6-Hit Combo
Jump in, WK, WP, WP, ↓↙←+SK

Bushin-gou-rai-kyaku

↓↘→↓↘+K

The Shadow Barrage will have your opponent down on the mat in no time.

Bushin-hassou-ken

↓↘→↓↘+P

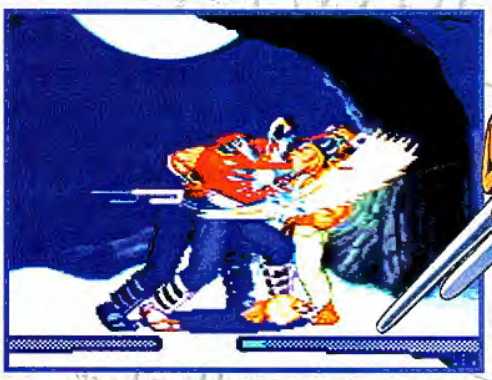
This is another attack that's effective from the air.

KATANA

Close combat is Katana's strength, and a Weak Jigoku Scrape will keep any jump-in attacks at bay. When your enemy closes in, block until he or she is in your face, then whip out a crouching Medium Kick and a Ten-chu-satsu Super Combo.

Meido-no-miyage ↓↘→↓↘→+P

The Pummeler Super Combo is fairly easy to block, since it strikes mostly at the center of the body.



Jigoku Scrape	↓↘→+P
Butsu-metsu Buster	→↘↓↙←↖↑↗→+P
Daikyo Burning	→↘↓↙←↖↑↗→+K
Shira-ha-Catch	→↓↘→+K

Ten-chu-satsu	→↘↓↙←↖↑↗→ →↘↓↙←↖↑↗→+P

3-Hit Combo
Jump in, SP, ↓+SP, ↓↘→+SP

ROLENTO

Rolento's military training gives him a lot of combat options, and his speed gives him the ability to multiply his strikes at the ends of combos with the Patriot Circle. Use the sliding Strong Kick to get close quickly. You'll either get a knockdown or, if your opponent blocks, be able to move right into a combo.

Patriot Circle	↓↘→+P
Stinger	→↓↘→+K+K
Mekon Delta attack	2P,P
Mekon Delta Air Raid	↓↙←+P+P
Mekon Delta Escape	↓↙←+K (+P or K)
High Jump	↓↑
Trick Landing	2K

6-Hit Combo
Jump in, SP, WP, ↓↘→+SP

13-Hit Combo
Jump in, SK, WP, ↓↘→+SP (x3)

Mine Sweeper ↓↙←↓↙←+P

The Mine Sweeper is unpredictable and can throw your opponent off balance, but it has limited range.

Take No Prisoners

↓↘→↓↘→+K

Use this if you're literally up against the wall. Even if you don't connect, this move can take you up and over your opponent's head.

ROSE

Rose is a flower of the darkest variety, and her basic hold/throw move (press Medium or Strong Punch right next to an opponent) will drain up to 20% of a hapless victim's life force! For more short-range action, lead off with an Alpha Counter, then break out a crouching or standing Medium Punch and a Soul Spiral.

3-Hit Combo
Jump in, SP, MP⟵↙↓↘⟶+SP

5-Hit Combo
Jump in, MP, SP, ↓↘⟶+SK

Soul Reflect	↓↙⟵+P
Soul Spark	⟵↙↓↘⟶+P
Soul Throw	⟶↓⟶+P
Soul Spiral	↓↘⟶+K

Aura Assault

↓↙⟵↓↙⟵+P

This pumped-up version of the Soul Spark will strike for multiple hits, but it's not hard to block.

Soul Illusion

↓↘⟶↓↘+K

The Soul Illusion will split Rose into two entities, each as cunning and diabolical as the other!

Aura Soul Throw

↓↘⟶↓↘+P

The Aura Soul Throw drains so much energy, your opponent won't survive too many of these!

SAKURA

Sakura's great skill belies her tender years, and she has taken more than one opponent by surprise! Her Strong Kick is relatively slow, but it's good as a feint. If your opponent blocks or tries a counter, execute a Shun-pu-kyaku and follow it with two crouching Weak Kicks and a Sho-o-ken. If you can get the timing down right, you might even insert a Weak Kick or two before the Sho-o-ken.

Midare-sakura

↓↘⟶↓↘+K

Sakura's uppercut Super Combo is impressive to see. Her idol, Ryu, would certainly be proud of her!

Hadoken	↓↘⟶+P
Sho-o-ken	⟶↓↘+P
Shun-pu-kyaku	↓↙⟵+K
Shinku-hadoken	↓↘⟶↓↘⟶+P

8-Hit Combo
Jump in, SP, ↓+SP, ⟶↓↘⟶+SP

Haru-ichiban

↓↙⟵↓↙⟵+K

This low-hitting combo will sweep your opponents off their feet and out of the battle.

If this is a prequel, are these characters already "classic?" Any way you look at it, these World Warriors won't let you down!

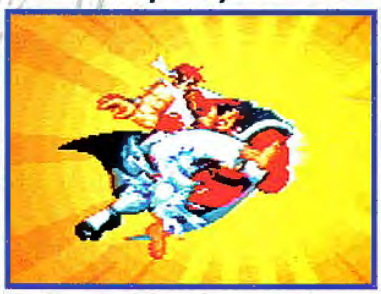
RYU

Possibly the most popular World Warrior, Ryu will forever be associated with the Hadoken and the Sho-ryu-ken. Mix things up with the Sen-pu-kyaku and the Collarbone Breaker to keep from becoming too predictable.

Hadoken	↓↘→+P
Sho-ryu-ken	→↓↘+P
Tatsu-maki-senpu-kyaku	↓↙←+K
Collarbone Breaker	→+MP
Sen-pu-kyaku	→+MK
Shinku-hadoken	↓↘→↓↘→+P

3-Hit Combo
Jump in, SK, ↓ SP, ↓↘→+SP
4-Hit Combo
Jump in, MP, WP, ↓+WK

Shinku-tatsu-maki-senpu-kyaku



↓↙←↓↙←+K

To avoid being blocked, try to execute this combo once your opponent is already in the air.

KEN

Former training partner to Ryu, Ken has a few unique moves that set him apart. The Fake Fireball may not fool anybody, but in the heat of battle, it may just be the thing to throw your opponent's timing off. The Forward Roll is also a good move, since most people would expect an attack from on high.

Hadoken	↓↘→+P
Sho-ryu-ken	→↓↘+P
Tatsu-maki-senpu-kyaku	↓↙←+K
Fake Fireball	→+MK
Forward Roll	↓↙←+P
Shin-ryu-ken	↓↘→↓↘→+K

3-Hit Combo
Jump in, WK, WP, ↓↘→+WP
5-Hit Combo
Jump in, MK, ↓ + MK, ↓↙←+SK

Sho-ryu-reppa

↓↘→↓↘+P

It's no surprise that Ken's Super Combo is a souped-up Dragon Punch.

DHALSIM

Dhalsim is still hampered by a lack of raw power, which is balanced only somewhat by his wide array of long-range attacks. Use the Yoga Teleport to confuse your opponent, then follow up with a flurry of Weak blows and a Yoga Fire or Flame. Medium and Strong blows will be too slow.

Yoga Fire	↓↘→+P
Yoga Flame	→↘↓↙←+P
Yoga Blast	→↘↓↙←+K
Yoga Teleport	→↓↘+2P
Yoga Shock	←+WP (rep)
Yoga Inferno	↓↘→↓↘→+P

3-Hit Combo
Jump in, WP, WK, ↓↘→+WP

Yoga Strike ↓↘→↓↘+K

The Yoga Strike has a longer range than most Super Combos.

CHUN-LI

Chun-Li's speed is legendary, even among the ranks of the World Warriors. Jump-ins are the best combo opener for her, since her kicks have such a long range. If you're being blocked high on a jump-in, you can switch immediately to a Tensho-kyaku to catch your prey unawares from below.

Hyaku-retsu-kyaku	K,K,K,K....
Tensho-kyaku	↓Charge, ↑+K
Kikoken	←↙↓↘→+P
Sen-en-shu	←↙↓↘→+K
Sen-retsu-kyaku	←Charge, →←→+K
Kiko-sho	↓↘→↓↘→+P

3-Hit Combo
Jump in, SP, MP, ←↙↓↘→+SP
5-Hit Combo
Jump in, SK, ↓MP, ↑+SK

SAGAT

Sagat would be insulted at the suggestion, but his moves bear some resemblance to Ryu's and Ken's. Most of his moves involve an uppercut motion, but his Tiger Shots give him some flexibility, with one version hitting high and the other hitting low. If all else fails, you can feint with a Ground Tiger shot, then move into a Tiger Knee or Tiger Uppercut. It's easy to mix up the commands for the Tiger Raid and Tiger Genocide, but the latter is much more devastating.

Tiger Shot	↓↘→+P
Ground Tiger Shot	↓↘→+K
Tiger Knee	→↓↘+K
Tiger Uppercut	→↓↘+P
Tiger Cannon	↓↘→↓↘→+P
Tiger Raid	↓↙←↓↙←+K

4-Hit Combo
Jump in, SK, ↓+WK, ↓↘→+SK

9-Hit Combo
Jump in, WK, WP, ↓↘→+SP

Tiger Genocide

↓↘→↓↘→+K

The Tiger Genocide hits low, medium and high, but you need only block high.

ZANGIEF

The Russian Bear has no speed to speak of, and all his best moves involve tricky rolls on the Control Pad. Opponents will try to stay out of reach, but if you manage to lure one in close, try this relatively quick combo: jump in with a Strong Punch and follow it with a Weak Punch and a Strong Piledriver.

Double Lariat	2P or 2K
Spinning Piledriver	↓↙←↖↑↗→↘↓+P
Flying Power Bomb	↓↙←↖↑↗→↘↓+K
Atomic Suplex (Short Range)	↓↙←↖↑↗→↘↓+K
Banishing Fist	→↓↘+P
Aerial Russian Slam	↓↘→↓↘+K

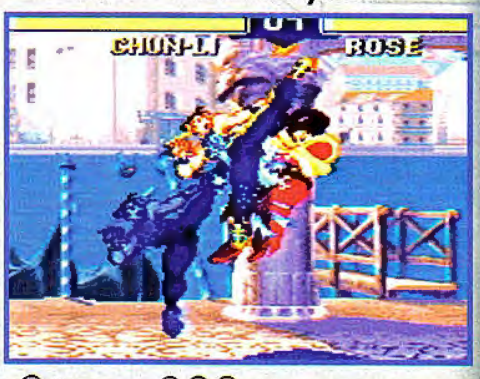
3-Hit Combo
Jump in, SP, ↓+WP, WP+MP+SP

Final Atomic Buster

↓↙←↖↑↗→↘↓x2+K

You must roll the Control Pad quickly for this move to work!

Hazan-tensho-kyaku



←Charge,→←↗+K

If your opponent attempts a jump-in on you, unleash this more powerful form of the Spinning Air Kick to deflect the attack.

Psycho Crusher

Both the Psycho Crusher and the Knee Press Nightmare can be blocked fairly easily, so don't telegraph your move.

←Charge,→←→+P

M. BISON

The human-controlled Bison doesn't seem as quick as the computer-controlled version, so you'll have to make up for the loss with cunning. Most of Bison's attacks strike at mid- or high-level, so when your opponent throws up the inevitable block, come on strong with two crouching Weak Kicks and a Somersault Skull Driver.

Psycho Shot	←Charge,→+P
Double Knee Press	←Charge,→+K
Head Press	↓Charge,↑+K
Somersault Skull Driver	↓Charge,↑+P,P
Bison Warp	→↓↘+2P
Knee Press Nightmare	←Charge,→←→+K

3-Hit Combo
Jump in, SP, WP ,←Charge,→+SP

Eat to the beat in Williams' faithful adaptation of the monster arcade smash. No food form is safe when America's cyber-sweetheart gets a serious case of the munchies.

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Ms. PAC-MAN™

A CONSUMING PASSION

Flash back to 1983, when the B. Orchid of the arcades was a little round ball with the cutest red bow you can imagine. Ms. Pac-Man wanders through a series of baffling mazes, eating up every dot in her path. If one of four colorful ghosts bumps into her, she's toast. But if Ms. Pac-Man eats a flashing energizer, the ghosts turn blue and head for the hills while Ms. P. tracks them down. A choice of four maze options, four difficulty levels, three two-player modes and two speeds guarantees hours of chomp-happy fun!

PAC LOVE

In the beginning was Pac-Man. But Mr. P. was lonely. Sure, he could eat all the dots he wanted and bust ghosts until the chickens came home to roost, but he had no one to share his hopes and dreams with. Enter Ms. Pac-Man. Just one look at that cute little dimple and that big red bow and Pac-Man fell head over–well, head. As you clear mazes, you'll see their legendary courtship retold in brief animations.

IT TAKES TWO TO TANGLE

Pac-Man returns in competitive and cooperative mode. In alternating mode, each player takes a turn as Ms. Pac-Man. In the other two modes, one player is Ms. and the other is Mr. Pac-Man. When one player is caught, the round ends.

MS. PAC-MAN
TYPE : 2 PLAYERS ALTERNATING
PAC BOOSTER : USE A OR B
GAME DIFFICULTY : NORMAL
MAZE SELECTION : ARCADE
STARTING LEVEL : 1

TWO-PLAYER ALTERNATING

In alternating mode, you and a pal each take turns as Ms. Pac-Man. The system keeps a running total of your scores. Remember that, in all the mazes, you can exit on one side and re-enter on the other. But be careful. A pair of shrewd ghosts can trap you in a tunnel!

TWO-PLAYER COMPETITIVE

Every time you eat an energizer in the Competitive mode, your hapless rival can't so much as eat a dot. However, ghosts can't spook a discombobulated Ms. Pac-Man or Pac-Man.

TWO-PLAYER COOPERATIVE

When playing cooperatively, if one player eats an energizer, both can chew up ghosts and dots. This mode posts both individual and combined scores. With teamwork, you and a friend can rack up an impressive combined score.

FOUR MAZE MODES

The wakka-wakka wizards at Williams pulled out all the stops with Ms. Pac-Man. They packed this fun-feast with four modes and 36 different mazes. You'll find yourself bending your brain by the hour. So go ahead. Pig out!

ARCADE

Dust off those old paperback guides to Ms. Pac-Man. Williams has re-created the classic arcade mazes that baffled millions of Pac fanatics.

MINI

In two-player competitive or cooperative modes, one player will disappear when the other player is at the far end of the maze. Players who prefer to see what they're eating can reduce the scrolling by choosing Mini mode.

BIG

First-timers often err by concentrating on eating the ghosts instead of the dots in these behemoth labyrinths. It's a sure recipe for becoming a ghost dinner!

STRANGE

Long straightaways without an energizer in sight make these crazy courses especially tough. You'll have to beat many a hasty retreat in order to survive these mazes in one piece!

YOUR MS. PAC-MANUAL

Ms. Pac-Man is a deceptively simple game. At first, you should try to figure out the fastest route through mazes. Since the big points come from eating ghosts, though, you'll want to learn the most opportune moments for eating an energizer.

The four ghosts are pretty shrewd, too. The moment you eat an energizer, they'll flee for their little blue lives. Sometimes ghosts move in groups, and other times they'll split up and try to surround you. When you have a chance, snack on some gyrating grub. It's worth big points, too!

EAT EVERYTHING

Circle around in search of all dots. Otherwise, you'll wind up having to dodge four hungry ghosts as you seek out the remaining couple of dots on the other side of the maze. In the tougher mazes, you'll have to pass right by the ghosts' home on your way to the top of the maze.

GULP DOWN LOTS OF GHOSTS

After munching an energizer, the first ghost you eat is worth 200 points. The next gives you 400 points, the next, 800, and the last, a whopping 1,600 points! So wait until all the ghosts come close before turning them blue. The ghosts will run like mad, then flash white just before reverting to their normal, Ms. Pac-Man-hunting selves.

FRUITS OF YOUR LABORS

Frolicking foodstuffs cavort across your course. Snack on them if you want plenty of vitamins, minerals and points. As soon as you eat one, another will appear!

THE PAC BOOSTER

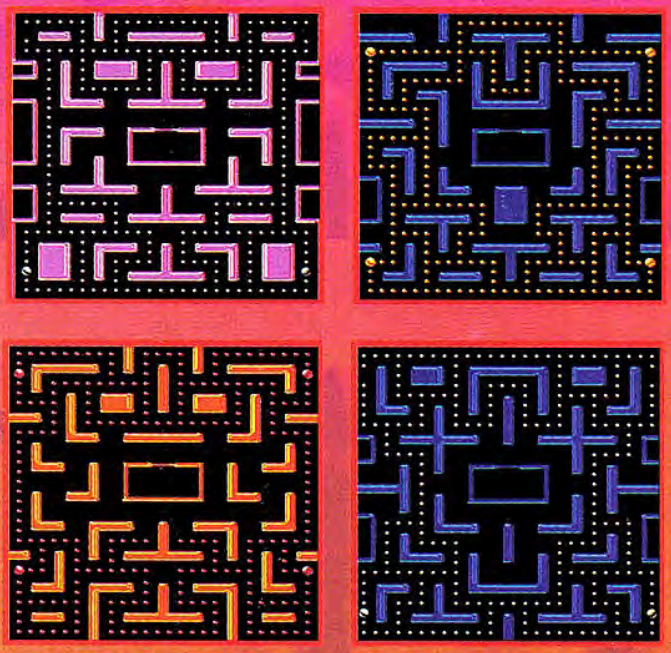
Whoosh through a maze with the Pac Booster. You can choose to have it always on or as an option that you activate by pressing the A or B Button. If Ms. Pac-Man and Pac-Man collide while both are using the Pac Booster, they'll ricochet crazily.

MIND YOUR MAZES

In order to practice on the later rounds, you should just try to survive the early rounds. Once you become proficient at dining on dots, you should focus on eating four ghosts at a time. Learn how long they stay edible before they can turn around and eat you! Don't be deceived by Inky, the blue ghost. It's hard to tell when this clever poltergeist changes from being edible to being able to attack!

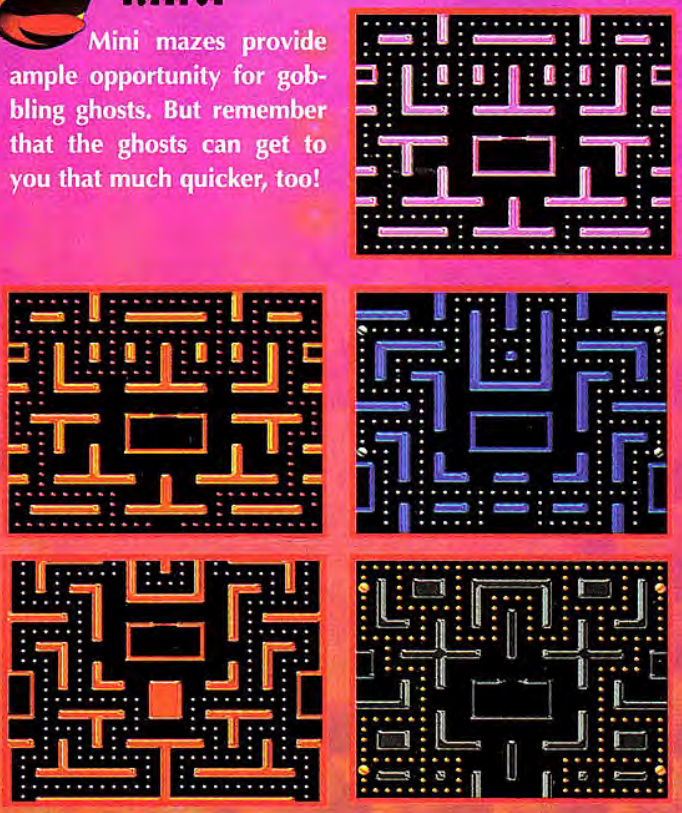
ARCADE

Back in the heyday of Ms. Pac-Mania, many a game-player blew a month's worth of quarters on a single arcade session. Time marches on, though, and now you can enjoy this classic chase game in the comfort of your own home without having to worry about your finances. Is this a great country or what?



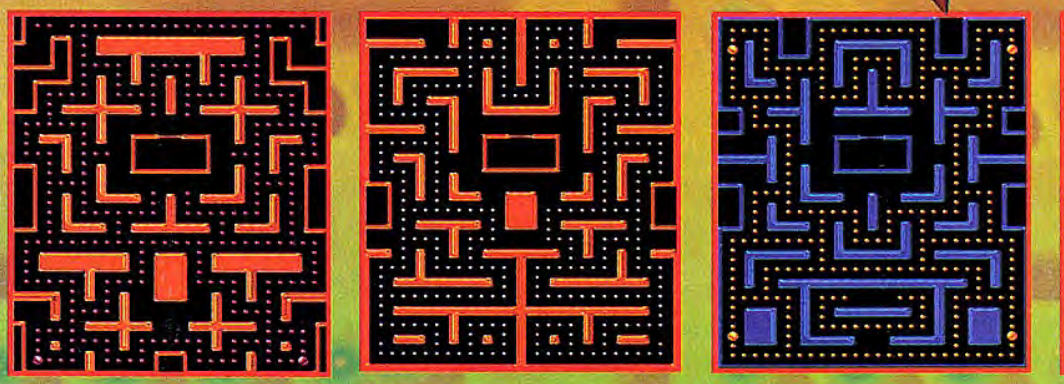
MINI

Mini mazes provide ample opportunity for gobbling ghosts. But remember that the ghosts can get to you that much quicker, too!



BIG

Keep your eye on the dots in these mega-mazes. Clearing out the dots in the nooks and corners that are far from any energizer is particularly tough. Some players try to hold off eating any energizers until they absolutely have to, but this is a high-risk strategy. One slip of the thumb and you're ghost grub!



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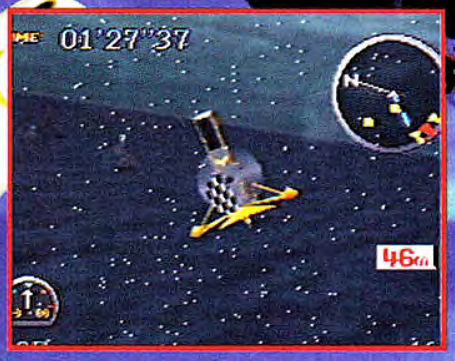
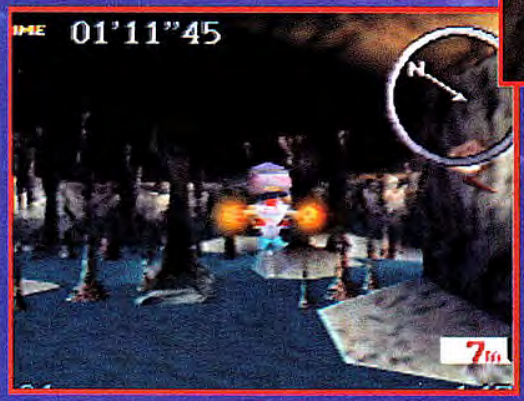
PILOTWINGS 64™

MAKE THE GRADE IN CLASS P



Tips for Flying to the Top of Your Class

If you're looking for ways to make the grade in PilotWings' final tests, spend some time looking over the scoring breakdown for each exam. Landing Accuracy and Landing Impact are two of the most important aspects in almost all of your Class P certification tests. The points in these two areas account for nearly one-third of the points in each Hang Glider test and equal fifty percent of the score for the third Gyrocopter test. Since you've already had plenty of landing practice during your Class A and Class B certification, there's no excuse for bouncing across a runway or missing the center of a target. Spend a few extra moments lining up your approach and reduce your speed before you touch down. Time Points are another critical factor. They are included in seven out of the nine Class P tests. In two Rocket Belt tests, Time Points account for 100% of your final score. While time is always of the essence, it's important not to become flustered or impatient when you waste a second or two on a minor error. You'll find more Class P test strategies on the back of this month's poster.



CLASS P
STRATEGIES

HANG GLIDER

THERMAL FLYER

You have only four minutes to ascend to the highest thermals above the Little States Island. Look for thermals that ascend in a stairway pattern. Kiwi and Lark have great Hang Glider skills and are the easiest to use for this test.

A	25m	J	430m
B	150m	K	550m
C	210m		
D	150m		
E	170m	1	Land here
F	450m		
G	250m		
H	350m		
I	25m		

ROCKETBELT

DARK CAVERN

The Dark Cavern test is one of the most difficult exams in the game. The key to earning a high score is to avoid hitting the walls and to use the Air Brake sparingly. A few long blasts from the Air Brake can consume your entire fuel supply.

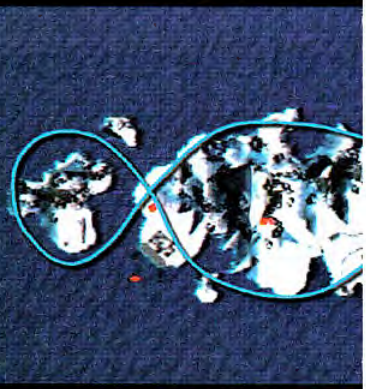
- **A** Enter the cave behind the waterfall.
- **B** You'll find the Goal Ring here if you go through the cave.

GYROCOPTER

ICE HORNET

Memorize the locations of all nineteen rings so you can adjust your altitude and heading long before you even have the next ring in sight. Keep the throttle open. These strategies give you more time to spend lining up your landing approach.

A	40m	L	33m
B	90m	M	20m
C	180m	N	70m
D	30m	O	70m
E	30m	P	125m
F	30m	Q	220m
G	30m	R	40m
H	35m	S	25m
I	50m		
J	30m	1	Land here
K	150m		



Reaching the Class P exams is a major accomplishment, but earning your gold wings in all three divisions is a true flying feat. Get your head out of the clouds and follow these tips for making the grade. If you pass, you'll enter Jumble Hopper stage!

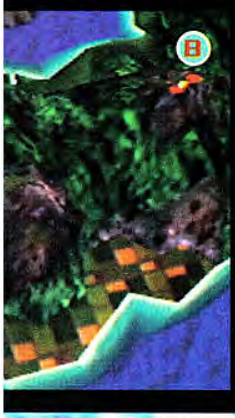
CLASS P

RISING CREEK

Instead of diving down through the canyon, ignore rings A, B and C and veer right to pick up the D ring first. This strategy saves you an extra thermal ride and adds some points to your time score. You need only eight of the fifteen rings.

A	190m	J	65m
B	110m	K	135m
C	80m	L	100m
D	225m	M	25m
E	210m	N	210m
F	150m	O	75m
G	70m		
H	105m	1	Land here
I	120m		

CLASS P



DIAMOND HEAD

A strong wind hampers your efforts to drive the ball into the goal. Before you start, place the ball between yourself and the goal. As you fly at the ball, use the Strong Jets to gain momentum and slam into the ball at least 135 Km/h.

Bounce the ball down the mountain to the goal.

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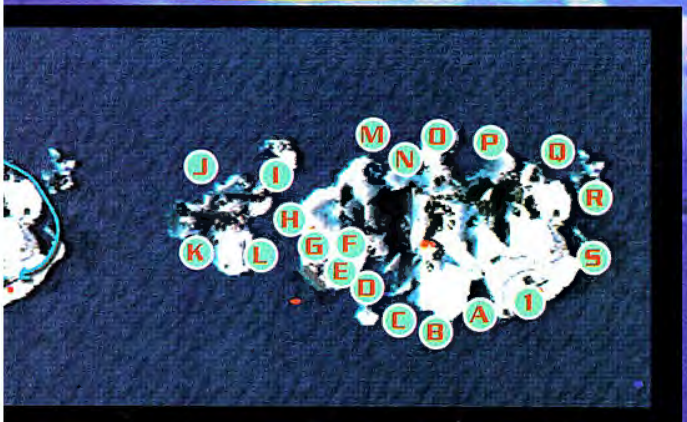
CLASS P



BALLOON RUSH

Unless you are an unbelievable marksmanship, save yourself valuable time and fly through most of the balloons floating in this stage. Remember that you can launch only two missiles before your Gyrocopter weapons system pauses to reload.

The Yellow dots indicate balloon locations. Fly through the balloons or hit them with missiles.

SHUTTER BUG 3

Your three photos account for sixty percent of your test score. Study the sample photos and use the C Buttons to change your view so the subject is centered in the photograph. Take two pictures of each object. Try to avoid hitting Missi.

- A Missi the Monster
- B Passenger Boat
- C Space Shuttle.
- 1 Land here

TOUCH & GO 2

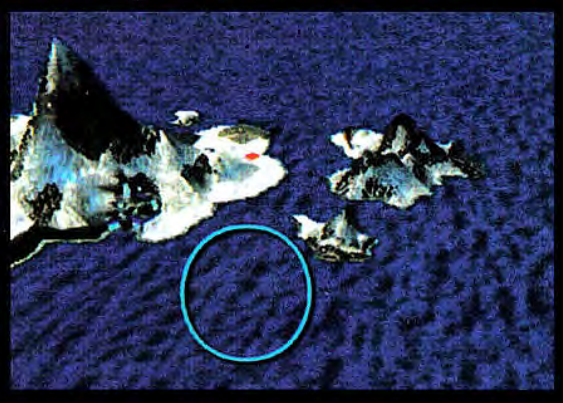
...y winds make it difficult to touch down on all ...pads in this exam. Keep ... finger off the Air ...e or you'll run out of ... Master using your R ...on and the C Buttons ...ou can keep your next ...ing point in view.

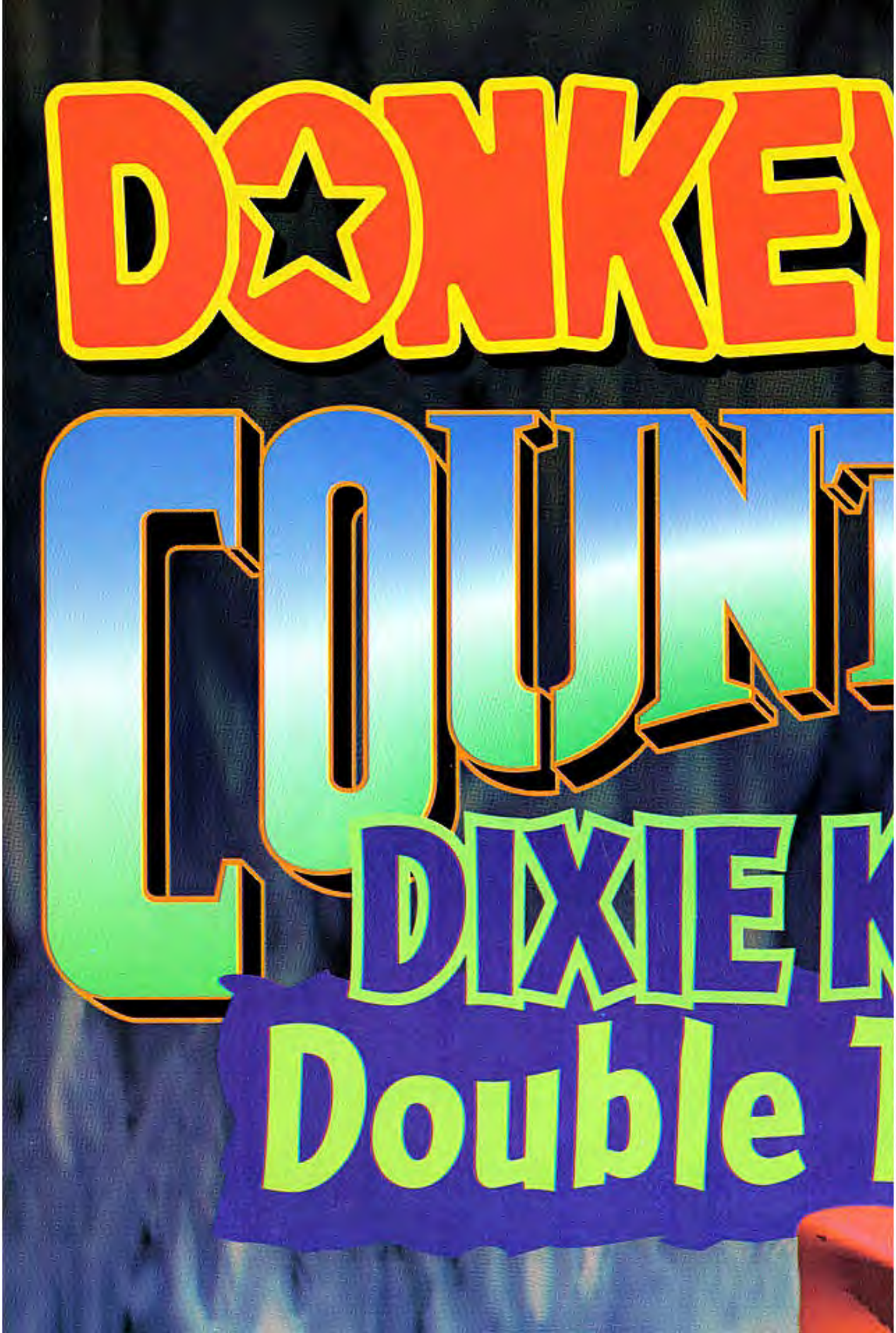
A	33m
B	78m
C	43m
D	13m
E	90m
F	193m
G	208m
H	115m
I	169m
J	358m
1	Land here

MECA HAWK AGAIN

You can't hit Meca Hawk when he's submerged. Watch his pattern and line up for a shot when he broaches the surface. Flying close makes you an easy target, but you might get two hits on a single attack run. Sink the robot with five hits.

General vicinity of Meca Hawk's high seas reign of terror.

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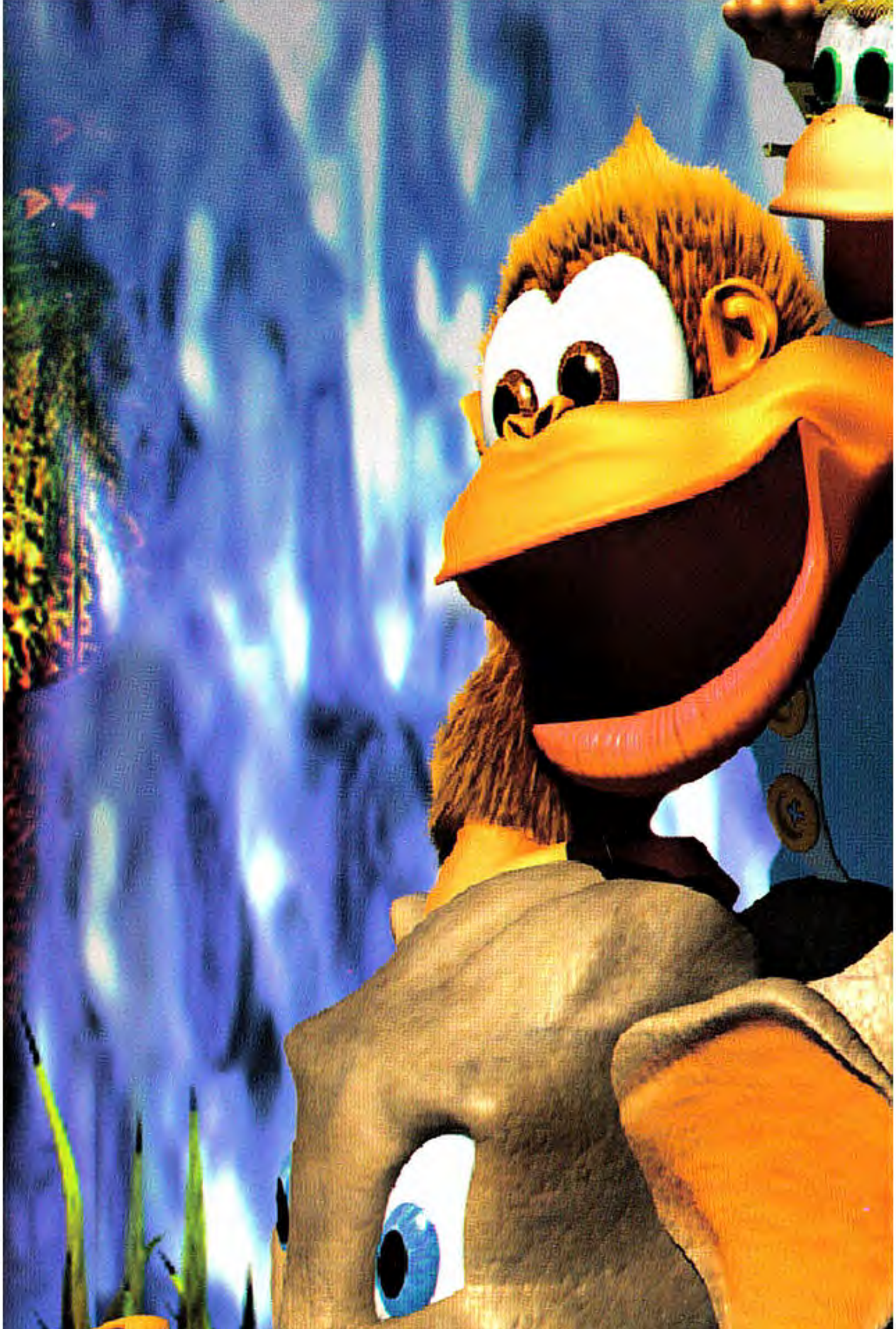

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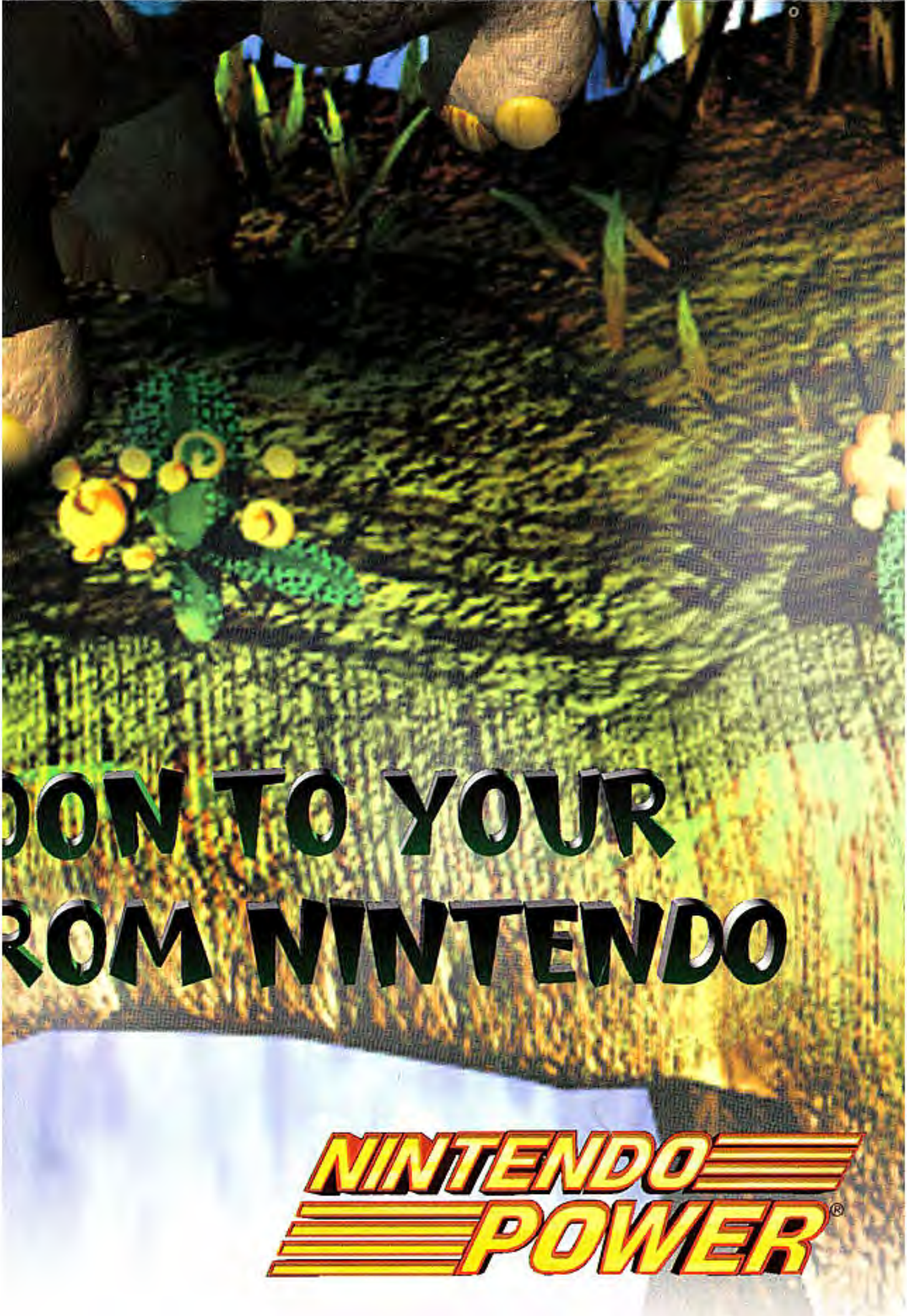
OON TO YOUR
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EPIC CENTER

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BUILDING ON TRADITION WITH SIMCITY 2000

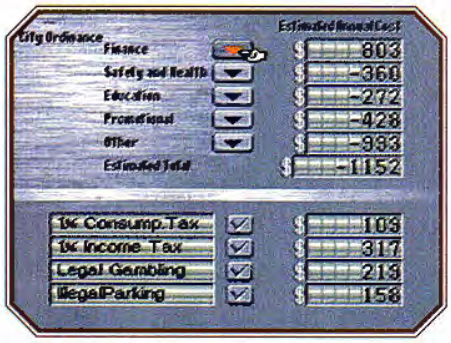
Strategy fans should thank the decision makers at T•HQ for going out on a limb and bringing SimCity 2000 to North America. It's refreshing to see a publisher that is willing to buck the trend and give epic gamers a great product. We should note that your comments to Epic Center may have had an impact on the decision, because your editors at Power spoke to T•HQ about the need for more epic games for the Super NES. To all involved, thanks, and let's get building.

As PC and Mac gamers have known for two years, SimCity 2000 is probably

the biggest and most involving building simulation of all time. SimCity was just the beginning. In Japan, Imagineer brought this game to the Super Famicom shortly after it appeared here on the computer platforms. The Black Pearl/T•HQ version is virtually the same game with English text.

In your new cities, you'll be able to control everything from plumbing to space ports. The number of facilities that you can build has grown exponentially over the original SimCity. Your options

which now include providing tax incentives to industry and collecting special revenues from income and excise taxes. You'll even find a provision for legal gambling. Keeping your SimCitizens has never been easier with so many services available. You can build schools and colleges, hospitals, prisons, stadiums, parks, a yachting marina, libraries and museums. Gifts appear at critical junctures, just like in the Super NES version of SimCity. With all of these resources at your command, you might think that the job of mayor has suddenly become a piece of cake. Not so. The complexity of play is much greater than before. You begin by providing the full infrastructure that your SimCitizens and SimIndustries require. The same problems that plagued cities in previous versions of SimCity also haunt your life in city hall here: pollution, traffic, high tax rates, disasters, and



crime. Your success at dealing with these problems, while managing the budget and keeping citizens happy, will determine your success as mayor.

The Super NES version of SimCity 2000 includes most of the features found in PC and Mac versions of the game, but you don't have a map editor for sculpting the landscape before you begin. Once you've begun play, however, you can raise or lower land as in the computer games. The other noticeable differences include the graphics, which can't compete with the crispness of a computer monitor, and the use of the controller rather than a mouse. For players who don't have a computer at home, but who love SimCity, this game provides the most bang for the buck. Within half an

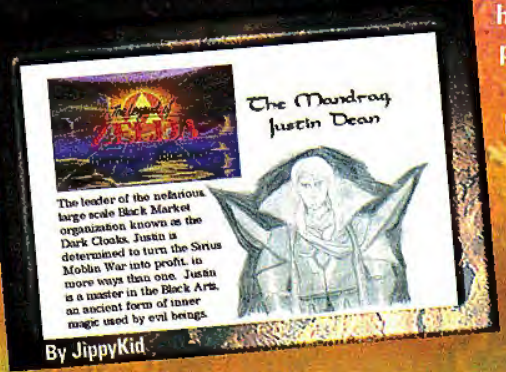
hour, you'll get used to the controls and be headed for a megalopolis in the future. You'll be able to begin construction this fall, probably by November.

A HYRULEAN ADVENTURE: A LINK TO THE FUTURE

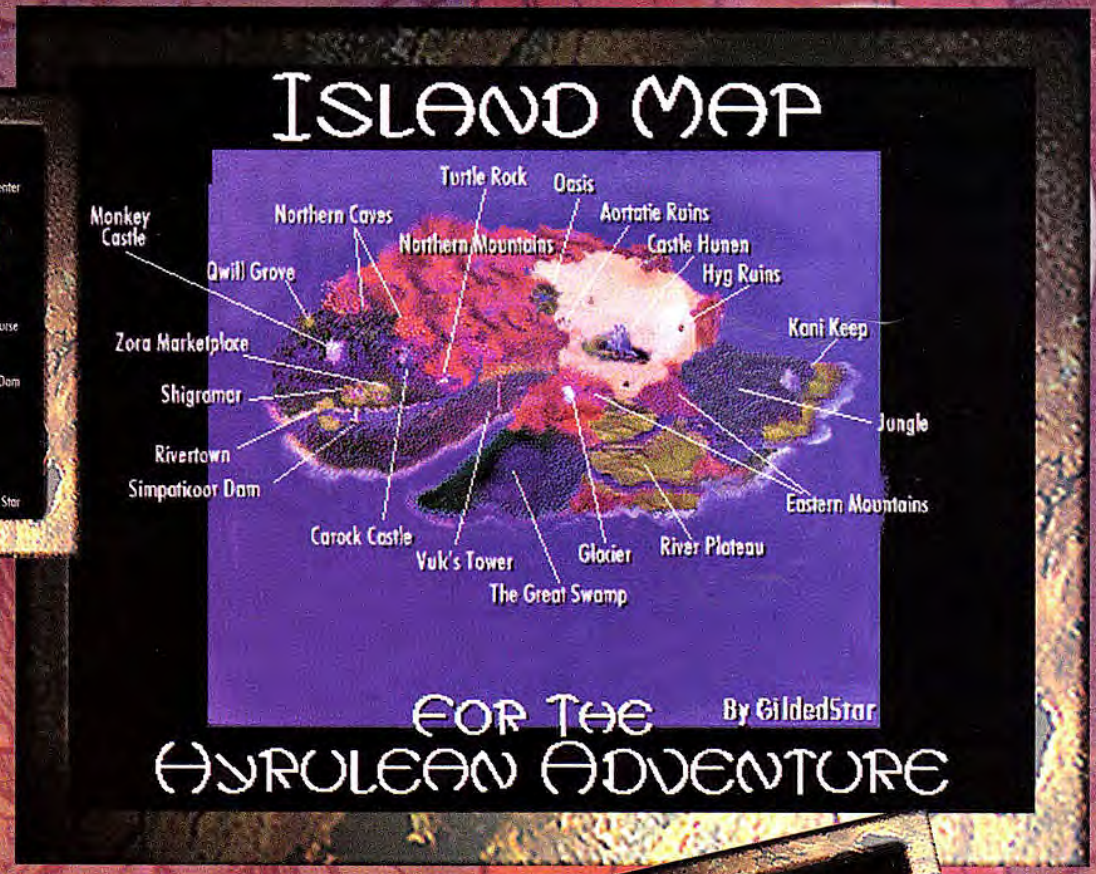
POWER SOURCERS PLUG IN AGAIN

Where can you find moblins, wizzrobes, warlike monkeys, heroes named Link, the Energizer Bunny and Bob Dole all wrapped up in a raucous, rollicking room with few rules and a lifeforce all its own? This riddle has but one answer: Nintendo Power Source on America Online, in the Epic Center, where our third interactive adventure has been exploring brave new worlds. For those of you who haven't connected to Power Source, or clicked through the Hyrulian folders, the interactive adventures are composed of bulletin-board postings concerning fictitious characters set in a fantastic world. It's a place where you can create an adventure or just have fun reading the imaginative postings from other gaming fans.

This summer's adventure took place in an unexplored corner of Hyrule where a shipwrecked people had to start a new home amidst a bunch of very angry monkeys. The characters portrayed by our Sourcers included humans (Shigrami), monkeys (Kani), and beings that crawled out from beneath just about every rock in the fantasy universe. There were glorious battles, of course, and more spells than you'd find in a manual for witches, but there was something completely unexpected, as well. The residents of this bit of cyberspace created a unique community. They elected a governor. They built a city. They held a live trial. They ran shops and inns and rock concerts. Official and unofficial scribes recorded and summarized the major events of the community. None of this was suggested by the organizers at Power Source. It all came about spontaneously from the players in the game. In the following pages, you'll find excerpts and art from the Sourcers. And, if you like the look of this adventure, just wait for the next one.


The Mandrag
Justin Dean
The leader of the nefarious large scale Black Market organization known as the Dark Cloaks. Justin is determined to turn the Sirius Moblin War into profit, in more ways than one. Justin is a master in the Black Arts, an ancient form of inner magic used by evil beings.
By JippyKid

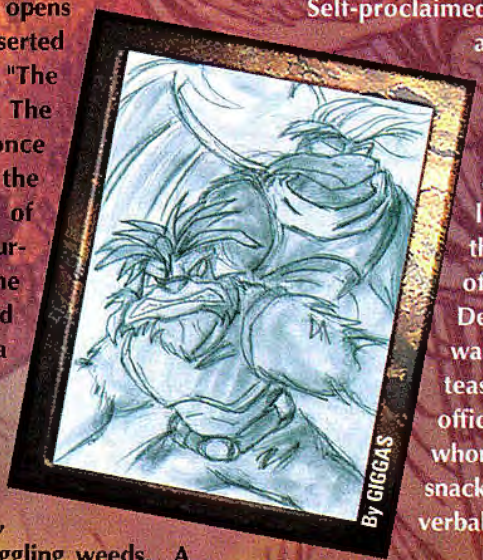
Agri-plan Irrigation Project
Route Map
Irrigation Center
Old Course
New Course
Simpaticoor Dam
Dam
Storage Facility
Agri-Plan Station
1. North Bank
2. South Bank
3. Southern Route
Simpaticoor Dam
The Dam will reroute much of the water the the central irrigation trench.
The main trench surrounds Shigramar and has three major lines running off of it.
Construct those first, then the dam must be built, and controlled by Agri-plan
All Art By Gilded Star



SCRIBE THIS

Some of the best bits of the Hyrulean Adventure were the news updates from the three official scribes. In this excerpt, one of Power Sources' most dedicated scribes, DarkPanda, otherwise known as the Scribe of Power, summarizes the recent events.

Recently, in the Northern Mountains, adventurers have located a passage to the eastern part of the island. This passage opens into a desolate, deserted area known as "The Wasteland." The Wasteland was once inhabited by the Kani...until overuse of the land led to its current state. Now, the ground is cracked open, much like a certain "Death Valley" in a far away land. The sun baked soil is completely lifeless, save for a few struggling weeds. A thin layer of dry dust covers the region, constantly blowing here and there. There have been rumors of possible inhabitants of the region. Armored soldiers have been spotted marching through the desert. The mysterious "Sirius Empire" is believed to originate from somewhere in the vicinity. Strange, monstrous creatures are said to inhabit the wasteland. Scattered, forgotten ruins are also fabled to exist. The entire Wasteland is as silent...except for the constantly howling wind. Use extreme caution when exploring!



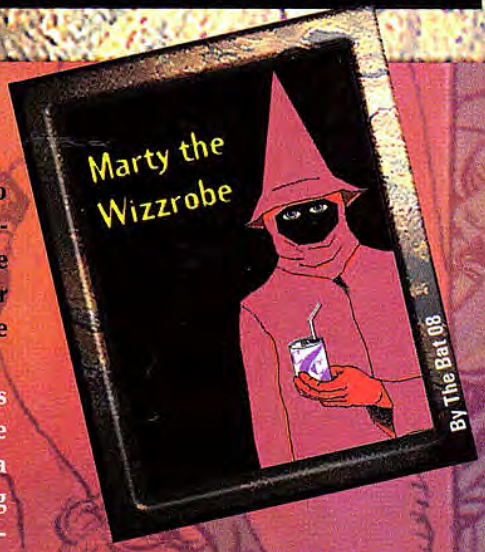
Self-proclaimed unofficial scribes also added their take on the scene. Ekaa had fun satirizing some of the personalities and storylines. For instance, the weird appearance of Transformers and Decepticons in Hyrule was cause for merciless teasing, but even the official scribes, one of whom began a series of snack attacks, received a verbal ribbing.

Ekaa: Hey look, it's from Rawley. (a.k.a. RawleyCoop, Scribe of Wisdom and Twinkie Master.)

MogXXX: Yes! Ding dongs!

Kupan: He truly is the Scribe of Wisdom.

Scorp: Are you sure? It could be a trick. It might be a Foodicon.



BUILD A TOWN

Closer to home, the shipwrecked Shigrami immediately set about building themselves a town, but as events progressed, they realized that they needed more than the odd inn, a city hall and a scattering of shops. Grand projects began, including an impressive irrigation system and the mighty Tower of Vulc with its giant bells. On a more practical level, the town had a Board of Health, which had its hands full combating a terrible virus. MogXXX created Splatdonald's, a fast food pie shop in the heart of the town. The sign proclaims,

"Millions and millions splatted." D4Pres described the new marketplace in town by having his characters cruise through it. No doubt, the governor was pleased to hear his praise being sung.

Booey strutted along slowly with GB and Beano the mushroomite into the new Zora Marketplace.

"WOW! This is amazing!" GB gaped. "Living in a cavern for years.. you forget how awesome structures like this look..."

Booey shook his head, and then added his two cents, "I agree... Hey, I voted for the guy," he smiled.

Chances are that the gov was less pleased with the following call to arms. Clc312 tried to foment a rebellion by posting this message at the Turtle Rock Inn:

REBELLION!!!
To all who despise (Governor) Caplize, post if you want to join in the "City Hall" Folder. WE WILL WIN!!!
LET THE REBELLION BEGIN!!!

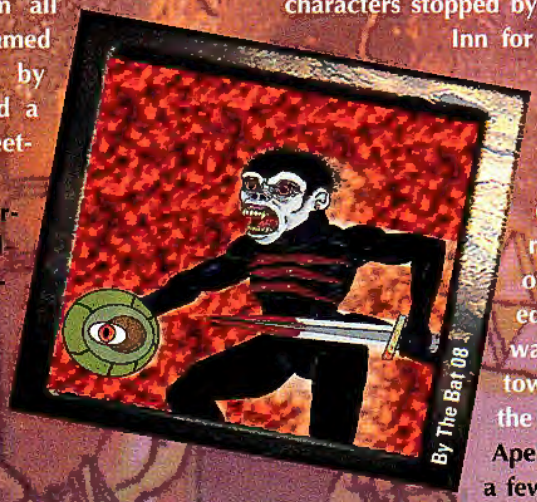
NO, BUT SERIOUSLY, FOLKS

But most of the citizens of Shigramar just wanted to have fun, and fun they had. Many adventurers razzed their own characters, other characters, the scribes and even real personalities in current news such as Bob Dole and President Clinton.

Other writers such as Ultraminky just had fun playing with the language:

Herbie The Wonder Monkey was playing in his pot of boiling oil when, suddenly, a bolt of lightning erupted from Herbie's toilet, and zapped him in the eyeballs. He awoke in a strange land, and he knew he wasn't in Cancun anymore.

The most ambitious prankster of them all was a character named Splat (created by MogXXX) who had a unique way of greeting people.



2XL, an interdimensional traveler, was now traveling in Hyrule. "Yes, this will be a nice world to conquer," 2XL said to himself.

Then came Splat.

"Hey, funny-looking, dude! What's your name?" asked Splat.

"I am 2XL, dictator of 47 galaxies, and soon to be the ruler of this one," answered the funny-looking dude.

Splat had his pie ready. Splat, the clown, made it his duty to put a pie in the face of just about everybody, from galactic rulers to the average slob on the street, as you can see in this touching scene from the posting entitled, Splat Vs. Forrest Gump.

Splat was walking in the park when he noticed a man sitting on a bench. He put a pie behind his back, walked up to the man. "Excuse me, sir," Splat giggled, "what's your name?"

The man looked at Splat for a while and then said,"My name is Forrest, Forrest Gump. People like to call me Forrest Gump." Forrest picked up a box, and said "would you like a box of chocolates?"

Of course, Forrest got a pie in the face, just like Dorothy and her companions from the Wizard of Oz, Godzilla and others. Apparently, life in Hyrule is like a pie in the face.

THE TURTLE ROCK INN

At one time or another, most of the characters stopped by The Turtle Rock Inn for a chat with the owner, Apel Sider, or just to throw mugs of foaming brew (or other refreshments) at each other. If you wanted to know what was happening in town, the TRI was the place to be.

Apel Sider was drying a few mugs when the oddest-looking man walked in. He was only four feet tall, wore court-jester's clothing, had a pure white face, and a funny red nose. He walked up to Sider and said, "Are you Apel Sider?"

"Yes," Apel replied,"that be me."

The clown man then said,"Well then, you're in luck. I got a present for you." He was giggling loudly.

"Really? May I have it?" asked Sider.

"Here it is!" and with that, the clown threw a big pie in Sider's face.

It was in the TRI that players found out about the trial of the century, too.

A HYRULEAN ADVENTURE:
A LINK TO THE FUTURE

JippyKid, the Scribe of Courage, nailed this notice to the bar.

ATTENTION:

The trial of the century (Umm.. the only trial I guess) is about to begin! The Wizzrobe Trading Company vs. Jackson News trial is ready to roll! But, of course, how can you have a trial without Judge, Jury, and Executioner? (???) If you are interested in participating in the Trial as a juror, or maybe some other official position (Deputy Dusty?), attend Governor Gaplaza's Town Hall Meeting tomorrow at 6:00 PM EST, 3:00 PST.

We never did find out what a Deputy Dusty was, but the trial took place and justice, it seems, was served. You could also hear tales of epic struggles in the Turtle Rock Inn. A group of heroes created by Dragon3465 explored the Eastern regions, having many adventures there, fighting, spelunking, escaping from moblins, and discovering the wise rock creatures known as the Galehb-Duhr. Their goal was to discover a missing piece of the map of Hyrule, and in the end, they did just that.

"You fought well... I am Lyrix," the lion head spoke, "and these are my brothers, Drake," he turned toward the dragon, "and Garthok."

"We have protected this map piece for six-hundred years... you are the first to defeat us," Garthok said, his voice high-pitched but still intimidating.

Conflict, of one sort or another, has always been a hallmark of Power Source's interactive adventures. Mighty battles seem to be almost pedestrian for their frequency. But Infinity21 may have found a better way to deal with megalomaniac leaders: you put them on TV as in the case of the following interview with the evil Emperor Dharkon on the Turtle Rock Entertainment channel.

We caught up with Emperor Dharkon inside his tower recently, where our reporter Tripp Wharton was able to obtain an exclusive interview with the man known only as 'Emperor Dharkon'. He's a rather intriguing guy, and ladies, he's single!

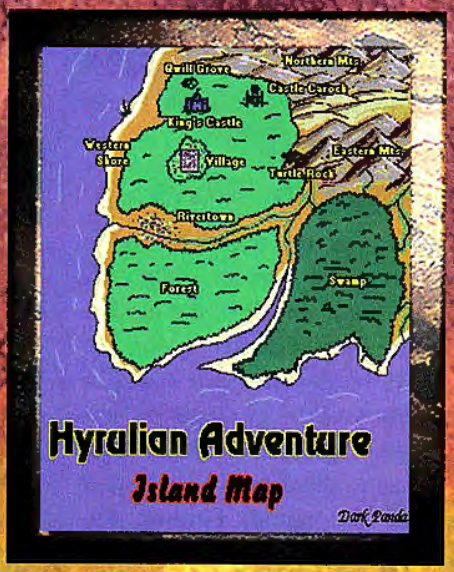
TR: So, Dharkon--

ED: Call me "Emperor", or "My Liege", or I shall have your head removed.

TR: Right, Emperor. So, Emperor, what's it like being one of the biggest villans left here in Hylia, what with Kenoh gone and Zeron not really doing anything at the moment?

ED: Well, Tripp, I kinda like being at the top. But you know, I think it may get to be a bit of a nuisance eventually, what with do-gooders everywhere trying to rid the world of all evil and all that.

Yes, there's no rest for wicked rulers of the universe. It seems that the Hyrulian Adventure writers didn't get much rest, either. In the first three months of the adventure, well over 6,000 postings were made. Even now, the adventure continues. What will become of Emperor Dharkon? Who will Splat splat next? Will Governor Gaplaza survive the rebellion? What will happen to Eastern Hyrule now that it has been discovered? The answers to these questions and more can be found only in one place: Nintendo Power Source on America Online, in A Hyrulian Adventure.



STRATEGY

SUPER MARIO RPG LEGEND OF THE SEVEN STARS

Mario and Co. have pulled up their side-scrolling roots and planted themselves squarely in epic territory. Combining the charm and humor of the Super Mario Bros. series with the intricate plots and strategies of RPGs, Super Mario RPG: Legend of the Seven Stars is introducing a horde of new fans to the fun and grandeur of epic entertainment!

A NEW CAREER

Mario: now that's a name you may never have expected to see in this column, but by all accounts, Super Mario RPG: Legend of the Seven Stars is an unqualified hit among long-time Mario fans and RPG enthusiasts alike. This single game currently accounts for about 15% of the game play calls that Nintendo receives, and we've been hauling in bushels of letters asking us all sorts of questions about this breakthrough title. In response, we've expanded this month's Epic Strategy to four pages and dedicated them to your Super Mario RPG FAQs.

Treasure Boxes

One of the questions we've received most often is, "Where are all of the hidden Treasure Boxes?" There are 39 hidden Treasure Boxes in the Mushroom Kingdom, and the chart above shows how many there are in each area of the game. Finding the boxes is not essential, but most contain valuable goodies, like Frog Coins.

Area	Boxes
Mushroom Kingdom	3
Bandit's Way	1
Rose Town	2
Forest Maze	6
Pipe Vault	2
Yo'ster Isle	1
Booster Pass	2
Booster Tower	4
Marrymore	1
Sunken Ship	1
Land's End	6
Monstro Town	1
Bean Valley	3
Nimbus Land	5
Factory	1

Most of the boxes can be retrieved at any time, even after you've moved on to another area. The only exception is the box in the Mushroom Kingdom Castle, which was discussed in last month's Counselors' Corner.

The Signal Ring will make finding the boxes a lot easier.

We don't have enough space to give you the exact location of every hidden Treasure Box, but if you find the Signal Ring, it will sound an alarm whenever you enter a screen that has one in it. (The locations of all hidden boxes are shown in the Super Mario RPG Player's Guide.) The Signal Ring can be found in Nimbus Land after you defeat Valentina. Croco will drop it when you confront him in town in the building on the far right. If you want to know how many boxes you have, visit the Thwomp's Room in Monstro Town. The K-9 (the rat- or dog-like monster with flashing eyes) there will keep a tally and tell you how many you've found so far.

Attack Scarf

Besides the Signal Ring, there are several other items and accessories that players have been asking about. The first is the Attack Scarf, which will bump up all of Mario's attributes by 30 points. If you manage to perform a 30-hit Super Jump attack in battle, you will receive the scarf from the same K-9 that tells you how many Treasure Boxes you've found. Performing a 30-hit Super Jump is extremely difficult, especially since the timing of your jumps will change at about the 16th or 17th hit and around the 22nd or 23rd hit. Your only hope is to pay close attention and count your jumps as you go.

The Thwomp's Room will play a key role in several situations.

Fungi Lamp

One particularly puzzling item is the Fungi Lamp, which is a table lamp that looks like a mushroom. You'll usually find one sitting on a shelf or a dresser in a room. It has the power to restore your hit points and Flower Points, just as if you had slept for a night at an Inn. You activate it by standing in front of it and pressing A.

The first Fungi Lamp you'll find is in Mario's Pad.

Seed & Fertilizer

A number of players have obtained the Seed, which is the reward for defeating Smilax in Bean Valley, but many are unsure what to do with it. Like many of the trinkets and baubles you'll find in SMRPG, the Seed is connected to several other items and events, but these connections aren't readily apparent at first glance. You won't be able to use the Seed until after you defeat Valentina in Nimbus Land.

After you've rid the world of Valentina's evil (and poor fashion sense), go back to the main town square in Nimbus

Land. From the entrance, walk to the right until you see one of the townsfolk. Walk up along the wall, pushing right at the same time. After a few steps, you should come across an invisible path that leads you out into the open air. Follow the path to find a Shyster. He'll give you some Fertilizer to keep you quiet.

It's not surprising that many players never find the Fertilizer.

Now take the Seed and the Fertilizer and head back to Rose Town. If you give them to the Gardener, he'll grow a vine that will lead up into the clouds. Climb the vine and search the clouds to find–surprise!–the Lazy Shell and the Lazy Shell Armor! The Lazy Shell is the most powerful weapon in Mario's arsenal, and it will increase his attack power by 90 points. The Lazy Shell Armor can be worn by anyone in your party, and while it decreases your Speed, Attack and Magic Attack stats by 50 points each, it will boost your Defense and Magic Defense ratings by 127 points each!

The Beetle Box

The last item we'll cover at this point is the Beetle Box. This is a special cage that will allow you to collect valuable insects at Booster Hill.

Once you've beaten Yaridovich, the Seaside Town Item Shop will be bought out and turned into a Beetles R Us franchise. Pay the Snifit 100 coins as an initiation fee and 50 coins for the Beetle Box. Return to Booster Hill and run the race as you did when you chased Booster, jumping from barrel to barrel to reach a higher position on the steep slope. If you get high enough, you'll be able to grab a beetle.

Coins are cool, but a Frog Coin would be even better!

Now go back to Beetles R Us and redeem your catch for legal tender. A Female Beetle will net one coin, a Male Beetle will fetch fifty coins, and a rare Golden Beetle will be worth a Frog Coin. Even if you don't have a Beetle Box, you can run the race and earn some extra Flower Points.

Portrait Puzzle

Now on to some of the trickier areas in SMRPG that weren't covered in our regular reviews. The first thing problem is the Booster portrait puzzle in Booster Tower. You'll see paintings of Booster's ancestors when you first enter the tower and again when you exit down and right from the tower's first Save Point. When you get to the second set of portraits, you'll be instructed to select them (face the picture and press A) in order from the oldest to the youngest. If you were to number the portraits from one to six starting from the left, the solution to the puzzle is 6-5-3-1-2-4. If you complete the puzzle correctly, you'll receive the Elder Key, which unlocks the door to the Elder's Room to your left. There you'll find the Chomp, Bowser's first weapon!

Booster certainly comes from a handsome family! (Not!)

Sweet Suite

When you reach Marrymore, Booster will be preparing for his shotgun wedding to the Princess. But before you take care of that situation, you may want to make a quick detour to the Marrymore Inn. There's a hidden Treasure Box in the regular guest room on the second floor, and you won't have to pay the room fee of 10 coins to get in. If you need to restore your strength, though, you may as well spend the night before you rescue the Princess.

If you want to splurge, you can crash in the Honeymoon Suite on the third floor for 100 coins. Room service is available in the suite by ringing the bell. The Pick Me Up goes for twice the normal price, but the KeroKero Cola is a bargain at 25% off regular retail. If you spend one night in the suite, the staff of the Marrymore Inn will show their appreciation for your patronage by giving you a Flower Tab. If you extend your stay to three nights, they'll give you a Flower Jar, and if you stay five nights, they'll give you a Frog Coin. Make sure that you have enough cash, though. If you can't pay your bill, you'll have to work as a bellhop until you've cleared the debt!

Well, it could be worse. It's better than washing dishes!

Under the Sea

Another big mystery that has a lot of players stumped is the password puzzle in the Sunken Ship. In the first puzzle room, jump up and force the Koopa Paratroopa to knock the ball onto the switch. In the second room, hit the blocks to line up the trampolines so that the ball will hit the switch. In the third room, work your way through the maze, jumping often to find the invisible blocks. In the fourth room, run and grab the coins before they vanish. In the fifth room, hit the block to fire the first cannon, then hit each cannonball in turn. In the sixth room, jump on the barrel and guide it around using the Control Pad. Place the barrel on one switch and then stand on the other one.

Once you have the clues, use them to figure out the password. (If the answer still eludes you, it's PEARLS.) Go to the password blocks and, starting in the upper left corner, hit them to scroll through letters and spell out the password. Now speak into the pipe to open the door. King Calamari awaits!

Ship Password

Block 1:	M	C	O	T	P
Block 2:	O	T	E	S	Y
Block 3:	A	R	E	T	S
Block 4:	A	T	R	S	C
Block 5:	T	E	R	L	O
Block 6:	S	T	E	K	R

On the Road to Monstro Town

After you complete your missions in Land's End, you'll head over to Monstro Town by way of an underground passage. In the underground area of Land's End, drop down to the lower part of the chamber and make your way to the exit. Walk up and right to the next screen. Walk up and right again, then drop down the hole. You'll appear in a large room with a few Gekits. Defeat them, then search behind the crates in the left corner to find a wandering peddler selling an Invincibility Star for 400 coins. Walk up and right to the exit. Work your way up and right to the stairs. Go down the stairs, then walk up and right to the exit.

If you turn down his offer, the peddler will disappear for good.

Now this is where things get interesting. You must pay the cloaked Shaman 50 coins if you want to go on. He'll ask you to flip the Gargoyle switches to make your fortune appear. The order in which you flip the switches will determine your fortune and the path you'll take beyond this room. You can consult the chart below to see the different paths you can take and see which ones will allow you to exit the maze. Sequence five will either give you double your money back or give you a Frog Coin, so you may want to loop through the maze several times with this fortune before you move on to Monstro Town.

Use the chart below to select the fortune and path you want.

After you pay the fee, flip the Gargoyle switches, read the scroll that appears, then go up and right to the next room. Drop down the green pipe. Depending on your fortune, you'll either see enemies or a Treasure Box. Defeat the enemies or open the box to open the gate. Follow the path (there's only one way to go) until you see the Shaman again. Flip the lone Gargoyle switch for your second fortune.

A Frog Coin for only 50 coins? What a bargain!

If you used sequence one, two, three or six to get your first fortune, then your second fortune will say, "Mm, I'm so hungry! Wish I had something to eat!" This means that Belome will fight you and try to make a snack of you. Go down and right to the exit. Belome will challenge you to a duel, and you'll have a chance to defeat him and open the path. If your second fortune says, "Sorry, I'm not accepting visitors past my bedtime," then Belome will refuse to fight you and the path will remain closed. If Belome won't fight, but you want to move on, go back to the first fortune room for a different reading.

If it's past Belome's bedtime, go back for another fortune.

Once you defeat Belome, jump on the switch to open the gate. Go to the chamber beyond and jump down the pipe to get to Monstro Town.

The 3 Musty Fears

Monstro Town is a veritable hotbed of activity in SMRPG. Some of the most common questions we get about this area concern the 3 Musty Fears. The Fears reside in the bottom right room on the lower level of the town.

Fearsome they may seem, but you need not be afraid of this terrible trio.

If you use the Fungi Lamp and stay the night in their room, the Fears will appear to you in a dream and ask you to play a game of Find the Flag. If you uncover all three flags, the Fears will award you the Ghost Medal, which will double the wearer's Defense and Magic Power.

The Greaper Flag is behind the welcome sign in Rose Town, the Dry Bones Flag is under the bed in Mario's Pad and the Big Boo Flag is on Yo'ster Isle, between the letters "O" and "A" on the race track goal line. Happy hunting!

The Locked Door

The Locked Door (the middle door on the lower level) is another oft-discussed feature of Monstro Town. This is another case of several different items and situations intersecting at one point. To unlock the door, you must first buy some Fireworks from the Moleville Item Shop. Leave the shop and go up and right to find a baby mole wearing a pink ribbon. She owns and operates the imaginary "Purtend Store," and she'll trade the Fireworks for the Shiny Stone. This seemingly innocent hunk of rock will actually allow you to open the Locked Door and reveal Culex, a hidden boss. If you defeat him, you'll be awarded the legendary Quartz Charm, which protects the wearer from fatal attacks, multiplies your Attack ratings by a factor of 1.5 and doubles your Defense ratings.

This young entrepreneur will fork over the Shiny Stone in exchange for some Fireworks.

Sequence	Result
1. Left-Center-Right	Receive Yoshi's Cookie or a Mushroom, Belome will fight
2. Left-Right-Center	Receive Yoshi's Cookie, Belome will fight
3. Center-Left-Right	Battle three Chows, Belome will fight
4. Center-Right-Left	Battle three Chows or one Shy Away, Belome won't fight
5. Right-Left-Center	Receive 100 coins or one Frog Coin, Belome won't fight
6. Right-Center-Left	Receive 100 coins, Belome will fight

Culex may seem very familiar to many of you, especially long-time Final Fantasy fans. You should be at least

Timed hits and timed defense will be key to winning battles in the latter part of the game.

experience level 26 before you confront him. Culex has about 4,320 hit points, and he'll be aided and abetted by the Fire Crystal (2,700 HP), the Water Crystal (1,890 HP), the Earth Crystal (3,270 HP) and the Air Crystal (800 HP). Mario's Lazy Shell, the Princess's Frying Pan and Bowser's Drill Claw would be the best weapons to whip out of your arsenal for this battle.

You should also note that the Shiny Stone has another purpose in the game. If you take it to the Moleville Item

This Mole child can direct you back to the Midas River.

Shop, you can trade it for the Carbo Cookie, a favorite snack among Moleville children. You can then give this treat to the little mole on the far left side of town that's sitting on a bucket. The bucket will take you back to the Midas River, the site of the Waterfall Challenge and the Barrel Jumping Event.

The last Monstro Town mys-

The Temple Key

tery takes us back to the Thwomp's Room on the lower level. There's a strange key balancing precariously on a ledge above the door. Every time you speak to the Thwomp, he'll want to

Talk to the Thwomp seven times and watch him make the earth move!

demonstrate his earth-shaking jumping ability. After the seventh jump, the key will come tumbling down. This item, which many players mistakenly believe will open the Locked Door down the hall, is actually the lost Temple Key, which will unlock the entrance to Belome's Temple.

With the key in hand, jump on the Trampoline at the top left corner of Monstro Town to return to Land's End. Work your way back through the tunnels to the first fortune room. Use sequence four or five to choose a path in which Belome will not fight. Go on through the second fortune room and confront Belome. If you give him the key, he'll open up Belome's Temple, which is really his personal treasure vault. Take advantage of his uncharacteristic

It may be past his bedtime, but Belome will welcome you if you have the Temple Key.

generosity and grab all the loot: a Royal Syrup, a Max Mushroom, a Fire Bomb, eight Frog Coins and Four Flowers. Belome's ill-gotten gains can finally be put to good use!

Grate Guy's Casino

Like so many of the situations in SMRPG, finding Grate Guy's Casino is the result of several sequences of events that are easy to miss. If you'd like to get a membership to this exclusive establishment, you must return to Booster Tower sometime after you've rescued the Princess.

Retrace your route through the tower to find Knife Guy in the room just before the first Save Point. Play his guessing

Grate Guy will be more interested in playing than fighting.

game until you've won 12 times (any losses will be subtracted from your wins). Knife Guy will then give you the Bright Card as a prize.

Continue through the game until you reach Bean Valley, if you haven't already. From the beginning of Bean Valley, walk up and right, then hop down the green pipe on the right. Work your way up and left and enter the next green pipe. Walk up and left to the next screen. You should now see five green pipes with Piranha Plants growing out of them and a Save Point. Wait for the Shyster to water the uppermost plant, then defeat it. Hop down the open pipe.

Walk up and right to the wall, then up and left to the next wall. Now walk all the way down and left to the end of the path. You should be standing in the corner that is above and to the left of the golden Chomp Chomp. Jump around to reveal a hidden block and path. Follow the

You must follow a looping route through Bean Valley to make the path to the Casino appear.

path back to the main World Map. The path to the Casino will now be open.

The Bright Card will be your ticket into the Casino, and the Slot Machine, Blackjack and Look Away are the three games you can play. Frog Coins are the usual prizes, but if you play Look Away with Grate Guy (talk to him several times to get him started) and win about 100 times, he'll give you a Star Egg. The Star Egg is a reusable

If you also equip the Star Egg, the Quartz Charm will inflict up to 150 HP worth of damage.

item that will inflict about 100 HP of damage to all enemies in battle. That's not a bad take for a single evening's work, wouldn't you say?

Miyamoto

In August, Famimaga 64, a Japanese gaming magazine, interviewed Mr. Shigeru Miyamoto regarding the N64 and upcoming games for it. This month, we're letting you listen in to hear what he has to say about the future of gaming.

Ed.: When did you start planning Super Mario 64?
SM: I'd had the concept for the game for a long time but didn't write the specs for it until just before Shoshinkai last year. I had wanted to make games using polygons even before the Super Famicom was released. Of course, polygon graphics originally didn't work well with the Super Famicom. When the FX chip became available, I tried and tested polygon graphics many times while making Star Fox and Wild Trax [Stunt Race FX in the U.S.] and slowly constructed basic ideas about using them. It was about three years ago when I finally understood what specs were needed to move a certain character or object. I was finally able to visualize the N64 at that time. Then it took another year and a half to translate to N64. In the beginning, we weren't sure whether or not the N64's specs and abilities were real.

MR. MIYAMOTO

Ed.: So, it was about a year and a half ago that you came up with Super Mario 64?
SM: Yes, we made samples and tested them for the first half year, then we spent about a year in actual development and production. The development/production process took a year, but in total, it took 5-6 years for us to complete the game from early idea to finished product.
Ed.: Which part did you develop first?
SM: We spent a year or so developing the characters and camera angles before we went into details. Mario and MIPS, the rabbit in the basement of the castle, were the only characters we had in the beginning. We used them repeatedly for testing. For example, we had the rabbit follow Mario to a mountain summit, then we changed the viewpoint there, and so on. We thought about using a different character in the basement of the castle for the final version, but we couldn't ignore the rabbit. We must say that the whole process of developing this game began with Mario and the rabbit.
Ed.: How did you decide what the world of Super Mario 64 would be like?
SM: I always decide on the basic ideas/concepts (such as Mario's moves) first, then I add other things until it takes a certain shape. After that, I start the total concept of the game. In the case of Super Mario 64, I began creating the world after Shoshinkai [November, 1995]. Before that, I had only general ideas, such as what kinds of monsters we wanted, and that there would be no blood. Ideas such as the structures of courses or hanging pictures on the walls in the castle came up later.
Ed.: So you started with Mario's actions, or movements, when making the game?
SM: Yes, they're the core of this game. Mario's actions came first, then we made the courses that fit his movements.
Ed.: There are lots of actions and moves in the game, but some of them are not necessarily critical to defeating enemies or clearing obstacles. Did you put them in on purpose?
SM: The leg sweep, trip move was supposed to be a useful skill at first. It could be used to knock bamboo poles down or to defeat Goombas. There are lots of things I planned, but of course, not everything came out exactly as I wanted. I just wanted to create as many moves as possible that could be controlled with a combination of the Control Stick and buttons, not only for a practical purpose but also to have fun while playing. A player may discover a new one as he plays and say, "Whoa! I've found a cool move!"
Ed.: Yeah, and controlling the moves isn't very complicated, is it?
SM: Basically, only the A and B Buttons are used in the

SPEAKS

SUPER MARIO 64

game for control. Other buttons are not necessary for game play, but they are quite handy once you learn to use them. I spent quite a bit of time coming up with the functions of the C Buttons. I wasn't sure how I should set the C Buttons: Should the camera angle move to the right, or should you see Mario's right side when you press the right C Button? In the end, I set the C Buttons so they work like the controls of an airplane. The camera zooms in when you press the top C Button, and it turns to the right when you press the right C Button.

Ed.: Regarding the viewpoint, there are places where the player can't see, such as in narrow areas. Do you think it's a problem?

SM: The N64 may be the only home machine that can create a correct, three-dimensional view, no matter which direction you're looking. Because of this ability, Mario cannot be seen when he's behind a wall, and this agrees with natural physical law. It wouldn't have been right if we had changed the settings so that Mario could have been seen through the wall. On the other hand, if we had set the viewpoint to shift each time Mario moved, it might have been quite confusing. I believe we have done everything to get the best possible viewpoints.

Ed.: Will the viewpoint be improved in the future?

SM: Of course we should improve it to a certain degree, but we can't do much with the things that are physically correct. We can only suggest that players move around or stop for a better view.

Ed.: What differences, other than the language, are there in the Japanese and English versions?

SM: In the English version, characters speak much more than they do in the Japanese version.

Ed.: Where did you add voices in the English version?

SM: For example, you'll hear Mario's voice say, "Here we go!" when you enter a course. Also, Peach talks during the final scene. I wish we could sell this version in Japan for the one-year anniversary or as a Christmas special. But, realistically, I don't think we can sell the English version in Japan, since so many players already bought the Japanese version as soon as it was released.

Ed.: By the way, do you make changes in American games to fit the Japanese market?

SM: We translate them from English to Japanese, and basically, that's all. Of course, there are some games, especially sports games, that we make some changes to in order to sell them in Japan. If we released Ken Griffey Jr. Baseball in Japan, we would need to make minor changes, like adding scenes and the sounds of fans hitting bells and drums to make it fit better in our culture.

Ed.: There are more puzzles to solve in Super Mario 64 than in other Mario games. Why is that?

SM: I was also developing Zelda 64 while I was working on Super Mario 64, and I had lots of ideas for Zelda. Since Mario was going to be released earlier, I used some of those ideas in it. I did the same thing when the Super Famicom versions of Zelda and Mario were being developed: I switched ideas between the two games.

Ed.: Is Zelda 64 going to be similar to Super Mario 64?

SM: They resemble one another in some parts. Of course, about half of Zelda will be completely different.

Ed.: Are the characters in Zelda 64 going to move around in 3-D fields like the ones in Mario do?

SM: Yes, in some places.

Ed.: So, will Zelda 64 be like an RPG of Mario with a sword?

SM: No. I'm sure everyone would complain if we did that. They'd think that Zelda 64 looked too much like Super Mario 64.

Ed.: Then what makes Zelda 64 different from Mario 64?
SM: I can't say anything yet. Well, the camera system...
Ed.: We saw the video of Zelda 64. Have you made many changes since that video?
SM: Yes, scenes in the final version will be quite different from those in the video, but you will still see some scenes from the same angles that you saw in the video. We aren't sure if it's the best angle for actually playing. It's possible to make demo scenes from that angle–they aren't difficult to create. By the way, some people thought that the demo scenes at Shoshinkai were playing on development equipment, but they were actually playing on the N64.

Ed.: We were shocked when we saw that demonstration video.
SM: What parts of the video were most amazing to you? Were you surprised by the shining, metallic-looking soldiers?
Ed.: I couldn't believe that those amazing characters were in the actual game. I thought images like those were possible only with development equipment.
SM: But you saw them actually move in the video. You might have noticed the soldiers stop for a moment just before making a move, such as just before swinging a sword. Their action didn't look natural because of those brief breaks. We need to adjust this problem in the final version.
Ed.: Regarding Wave Race 64, why did you make such big changes in the watercraft? They're very different from the ones we saw at first.
SM: Before Shoshinkai, we concentrated on making the water as realistic as possible on the screen, and we concentrated on the vehicles after the show. Although we used boats in the video, we decided on jet skis later. Boats looked pretty good at the show, but I didn't think that Wave Race 64 would be unique from similar games on other systems if we used boats. Jet skis can show many maneuvers that work well in the realistic water of Wave Race 64.
Ed.: How is Star Fox coming?
SM: Everything is going well. That game is...no, I must not give anything away. Well, its graphics are sharp and clear.
Ed.: How about the player's vehicle? A tank was used in the Shoshinkai video.
SM: Player's vehicle? I shouldn't make comments on this... I can only say that the tank is a player's vehicle...
Ed.: Everyone is really looking forward to seeing Super Mario Kart R. How's it going?
SM: We are working on high-speed processing and other technical improvements. We want to design this game so that users can play in four-player mode as well as in one-player mode.
Ed.: The video version looked nearly complete. Do you still need time for adjustments?
SM: Yes, that's one of the reasons we're still working on it. We are also spending time creating different driving styles. The Control Stick will control the cars, and the cars in this game will run very differently from one another. Some cars have very touchy handling, while others have straight-forward handling. We're also spending lots of time on the characters, like changing Donkey Kong to Super Donkey Kong.
Ed.: Regarding the control, it the Control Stick just for handling the wheel?
SM: Well, I can't tell you. How to use the Control Stick is the most critical part of the game, but, again, I can't tell you...
Ed.: Almost all of Nintendo's new games, including Super Mario 64, use polygon graphics. Are you going to use polygon graphics in your future games?
SM: One of the major reasons that I wanted to develop for the N64 is that it makes it possible to draw precise, realistic 3-D images and scenes. The video world will not expand without accurate graphics and scenes. For that reason, we will be using polygons more in designing games.

Quality per pixel of a picture is very high, so even 2-D games look totally different. Pictures can also be reduced or enlarged without any problem.

Development of Super Famicom games depended on the specs of the hardware. We needed to know how many sprites were possible on the hardware. On the other hand, that made it easy to create a game. But the N64 is programming-free hardware. A designer can create whatever he wants without worrying about sprites or cells.

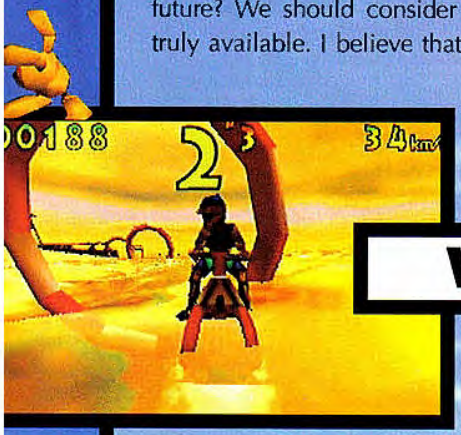
Unlike programming for the Super Famicom, we don't have to consider the specs of the hardware when making 2-D games for the N64. Designing games will depend on what the programmers do. They can use the N64 to do whatever they want, such are morphing.

So we may see games that make us wonder how they were created. The N64 is really an interesting and exciting machine. In some cases, 2-D images created on the N64 may be more interesting than 3-D graphics. We can create high quality and cool 2-D graphics. Right now, we're making Yoshi's Island in 2-D.
Ed.: Nintendo released Yoshi's Island for the Super Famicom after Donkey Kong Country. The graphics for Yoshi's Island were, by contrast, softer and more pastel.
SM: Yes, you're right. Regarding the release of Yoshi Island

for N64, we want to wait at least six months after the release of Super Mario 64 to release it.

Ed.: What do you think about connecting the N64 to a network system?

SM: Networking is one of the important ideas in the long run, but I don't think that we need to discuss a long-term plan with consumers right now. Frankly, I wouldn't be interesting in networking right now if I were a consumer. Why do we need to worry about things that might be available in the future? We should consider networking when it becomes truly available. I believe that recent debates on networking are discussed primarily to profit hardware manufacturers and stores. It's like the multi-media boom we experienced a while ago. Networking N64 will be realistic when the N64 is in about five million households. Anyway, Nintendo hardware can be easily applied to a network at any time.



Japan is not ready for a network yet. Regular households have only one telephone line. If a gamer were occupying the phone line with the network, other family members wouldn't be able to use the phone. We'll have to wait until the government takes the lead in networking or until the household environment is ready for a network.

Ed.: I understand that it will take a while until networking will be widely accepted.

SM: I am looking forward to that day. Some households may get extra telephone lines for networking in the future, but it isn't realistic in Japan right now. I am more focused on simultaneous multi-play.

Ed.: What about 64DD?

SM: You will see it at Shoshinkai in November. I can't say anything else right now.

Ed.: I heard that the 64DD uses a writable disk. If that's true, how will you use it for the upcoming Zelda game?

SM: That's a top secret.

Ed.: How is the controller Memory Pak used?

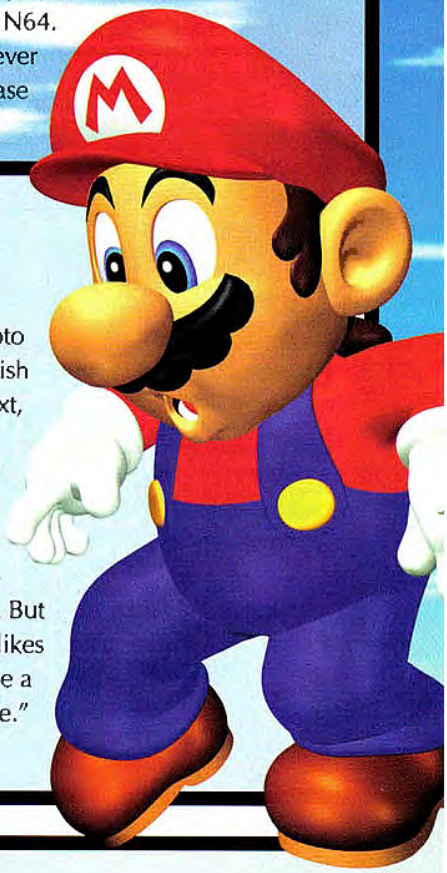
SM: It can be used as an optional accessory. You can use the Memory Pak for backing up certain game data. Of course, the 64DD will be used for back-up in the future, too. I am hoping that players use the Pak to save their personal data for sports games, then play together. That will be fun.

WAVE RACE 64

A message to readers from Mr. Miyamoto:

Isn't it a great feeling to complete courses, or to discover secret shortcuts? All players like to discover tips and figure out new ways to do things. It's the same all around the world. Figuring things out in games is common ground for players everywhere. It's possible only in the virtual world, and that's what we want to create with the N64.

The N64 enables us to create completely different scenes and new games that no one has ever experienced before, and we're working hard to do that. Even if people see what we've done and say that it's not a game, we want to continue to create new experiences, things that people haven't seen before. We're going to produce many excellent games for the N64. I assure you that you'll never regret buying an N64! Please look forward to it.



POWER GOES INSIDE EAD

Last summer Senior Editor Leslie Swan went to NCL in Kyoto to work with Nintendo's exclusive EAD group on the English version of Super Mario 64. She wrote the English screen text, then had her voice recorded and digitized for the game. (She's Princess Toadstool.) "They asked me to sound 'sweet,'" she said. "It was a stretch."

Her impressions of Mr. Miyamoto: Interesting, creative, busy. "He's directing several projects at once, and he oversees even the smallest details to make sure that they're right. But as hard working as he is, he also has a fun, creative side. He likes music and plays in his own band. When it came time to take a break, he'd get out his guitar and play right there in the office."

PREVIEW

ULTIMATE MORTAL KOMBAT 3

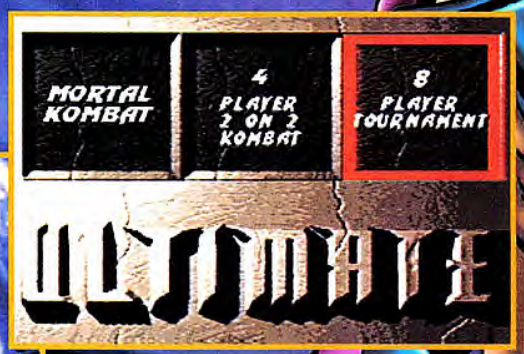
Williams Entertainment rocks the Super NES world one more time with the ultimate in 16-bit tournament fighting power: Ultimate Mortal Kombat 3!

ULTIMATE KOMBAT BEGINS!

Following in the bloodied footsteps of Mortal Kombat 3, Ultimate Mortal Kombat 3 is being readied for release this fall, much to the joy of fighting fans everywhere. UMK 3 parallels MK 3's plot, but most every other feature in the game has been expanded. The one-player tournament now includes four Kombat classes: Novice, Warrior and two Master classes, the latter of which has two endurance rounds. Even a roomful of rabid kombatants can get in on the action with a new four-player, two-on-two challenge and an eight-player, no-holds-barred tournament. Once the fighting is done, tournament victors get to "choose their destinies." By selecting one of the Kombat Kode symbols, you'll be rewarded with anything from a new chapter in the MK saga to a stunning display of fatal fury!

Battle your way up the tournament towers to ultimate victory or ultimate defeat!

In the endurance round, you'll face two opponents, back-to-back.



In 2 on 2 Kombat, if a fighter falls, his or her partner will take over the battle. Partners will take turns in the lead-off position.

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Ultimate Mortal Kombat 3
©1995 Midway Manufacturing Co.

NEW KOMBATANTS

Williams has also expanded the roster of selectable fighters from 15 to a whopping 24 characters, including the new and classic versions of Sub-Zero, the dark and deadly Noob Saibot, formidable newcomers Ermac and Rain, and the ever popular human version of Smoke. We expect that many of the fighters' special moves will remain the same, making it easy for long-time fans to jump right into the carnage!

With so many more kombatants to choose from, this newest MK should make for some very interesting match-ups.

Now you see him, now you do—oh! There he is! Ermac's explosive teleport punch is just one of his deadly tricks.

Don't let Rain's basic fireball attack fool you. There's much more to him than meets the eye!

KOMBAT CHART

Do you need a scorecard to tell you who's who? Here's a list of all the selectable UMK 3 fighters and the games they've appeared in previously.

RAIN	NEW
REPTILE	MKII
STRYKER	MK3
JAX	MKII,3
NIGHT WOLF	MK3
JADE	MKII
NOOB	MKII
SONYA	MK,MKII,3
KANO	MK,MK3
MILEENA	MKII
SMOKE	MK II
SUB-ZERO	MK,MKII
SUB-ZERO	MK3
KUNG LAO	MKII,3
SEKTOR	MK3
KITANA	MKII
ERMAC	NEW
SCORPION	MK,MKII
CYRAX	MK3
KABAL	MK3
SINDEL	MK3
SMOKE	MK3
LIU KANG	MK,MKII,3
SHANG TSUNG	MK,MKII,3

BRUTAL!

Of course, no MK game would be complete without a full range of Fatalities, Babalities and any-other-alities that the programmers can cram into it, and UMK 3 doesn't disappoint. In fact, there's a new category of finishing move taking a bow in this Pak: the Brutality! The Brutalizing player unleashes a flurry of punches until his or her opponent explodes in a spectacularly messy way! We'll update you on this and other features of UMK 3 in a future issue!

PREVIEW

Later this fall, a cartoon classic will shine on the Super NES when Pinocchio takes center stage in his very own game. This time, players get to help the wooden puppet become a real boy!

Disney's Pinocchio®

From the Silver Screen to the Super NES

Disney's film Pinocchio has long been a family favorite, and now a generation of gamers will get to experience this classic in a whole new way! With Pinocchio's near cinema-quality graphics and terrifically fun, yet simple, game play, younger would-be puppet masters will become instant fans of this fine and timeless fable. Folks who have already fallen in love with the film will be pleased to know that many of the cartoon's other characters, including Honest John the fox, Geppetto, and Jiminy Cricket, all make special guest appearances in the game.

© 1995 The Walt Disney Company.

Ten Challenging Chapters

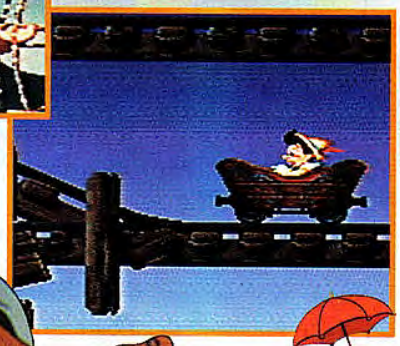
Pinocchio for the Super NES closely follows the movie story line about a puppet who hopes to someday become a real boy. The story unfolds in ten separate levels, and each chapter of the tale has its own distinct look and style of play. As players progress through Pinocchio, they'll need to master a different set of moves for each stage of the game. For example, in one stage they'll need to mimic the dance steps of some nimble marionettes, while in another, they'll have to grab tuna tails to avoid winding up as a whale's lunch!

Skipping School!!!

As the game begins, players will have to help Pinocchio get to school by picking a path across the streets and rooftops of a tiny town in Italy. Unfortunately for Pinocchio, Gideon the cat and a fox named Honest John have devious diversions in store for him.

Playtime on Pleasure Island

Thinking that he's found a boys' paradise on the shores of Pleasure Island, Pinocchio will take a trip on a big, bright balloon and go for a wild ride on an old, rickety roller coaster.



The Coachman's Clutches

In order to escape the life of a mule in Pleasure Island's salt mines, Pinocchio must carefully climb the island's rocky cliffs, where he'll fight the evil Coachman and his creepy cohorts.

A Whale of a Time

The last few levels lead Pinocchio through a watery world where all the creatures of the sea seem to have a grudge against him. If you've ever wanted to see the inside of a whale, get ready for a grand tour!

PREVIEW

NBA HANGTIME

© 1996 Williams Entertainment.

Williams is pounding the boards and shooting from downtown to bring you the Super NES version of their latest arcade sensation, NBA Hangtime!

You'll have a humongous roster at your beck and call: 29 pro teams, 145 real NBA players and a choice of 20 squad combinations per team!

NBA HANGTIME SCORES BIG TIME!

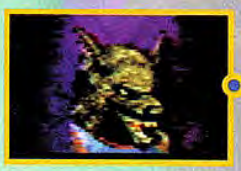
If you spend any time in arcades at all, you can't have missed the long lines and anxious stares of people waiting to play NBA Hangtime. Now Williams is bringing one of the biggest quarter-munchers in history to the Super NES, and if the early prototype we sampled is any indication, NBA Hangtime will be poised to change the face of platform basketball games. All of the features that have made NBAHT an arcade phenomenon are already evident in the home prototype, including the beefed-up AI, the realistic speed and movement of the players across the court and their true-to-stat performance. The Super NES version will also retain the "Create a Player" option, complete with cash card-style "PIN" ID numbers that allow you sole access to your player!

The computer-controlled partners and opponents in NBA Hangtime are much more creative and unpredictable than those in any previous basketball game.

Call your personal player off the bench by inputting your name and entering your secret PIN number. You can pump up your dunking ability, 3-point percentage and other stats by winning games.

WOULD YOU LIKE TO SWAP HEADS?

How would you like to play pro basketball with green skin and a lizard's head? Or be seven feet tall but only a measly 200 pounds? You can be all that and more with the innovative and uproariously funny Create a Player option. Serious or silly, you can set every one of your player's attributes, even down to the uniform color, nickname and special cheat options! For every game you win, you'll receive two points to add to your skill ratings.



Remember that your looks are only skin deep! Even if you choose the old man's head, your abilities won't be affected. It's what's on your stat sheet that really counts!

You can show your true colors to the world. Choose from 29 pro uniforms, 10 custom designs and a single default outfit.

Players can have up to two cheats activated at one time. The Super Rebound and Smarter Drone options can really give you an edge in play.

HANGIN' WITH MIKE RUBINELLI

Any video basketball fan would likely point to NBA Hangtime's incredible AI as its key feature. The computerized players are much more creative than what we've seen in past basketball games, but they also don't perform superhuman feats constantly. We spoke with Mike Rubinelli, William's Vice President in charge of Third Party Development, about the philosophy behind the design. "We wanted to make Hangtime more true-to-life, but also fun to play," he said. "The players in Hangtime are truer to their ratings. Maybe there's been too much sports fantasy before this, but Hangtime will make people look more closely at personnel decisions." Mike cited passing as one area in which past games have been fairly forgiving. He assures us that in NBAHT, you'll have to work for your money. "The ramping is subtle enough to allow you a certain amount of success, but against better or more creative players, you're going to get picked off. That's the challenge. That's the fun!"

To keep players from becoming too powerful and unbalancing the play, the game limits the number of points you can earn and the number of skills you can max out.

In Titus's new Super NES offering, you'll have just 73 minutes as the game clock ticks down to help a dethroned prince recapture his crown. Hot-foot it through scorching sands and booby-trapped temples—15 levels in all—to find and confront the nefarious Jaffar, who stands between the Prince and his thrown.

Prince of Persia 2

Shadow and the Flame

TM

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Stage 1 RACING ACROSS RAMPARTS

Unseated by a sinister impostor, the young Prince is forced to flee the palace while guards follow in close pursuit. The fighting will be fast and furious, so while the Prince is racing across the rooftops, he should keep his scimitar drawn to deal with any sudden, and deadly, surprises.

To avoid being driven off the precarious edge of the palace, the Prince must anticipate the sword-wielding guard sneaking up from the right side of the screen.

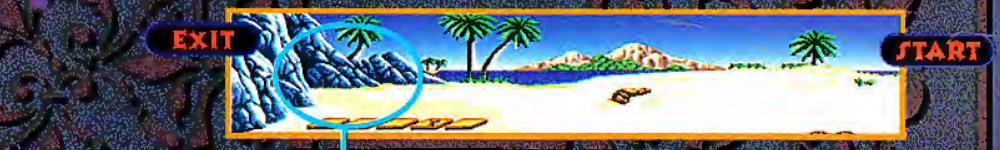
After crashing through a high palace window, avoid being skewered by an oncoming sentry by quickly spinning to the left and drawing your scimitar.

Without dilly-dallying or slowing down for swordplay, dash across the dock and make a last-minute leap for the stern of a seagoing ship.

This long leap is sure to leave the Prince dangling from his fingertips, but make sure he doesn't let go or he'll find himself back at the beginning of the game.

Stage 2 THE SECRET OF THE STONES

The sole survivor of a sudden storm, the Prince stands on a distant shore where five, large stepping stones are floating on a pool of quicksand to the left. If the Prince steps on them with care, he'll open a hidden cavern that's blocked by a boulder. The simple secret to stepping on the stones is to avoid the one with the symbol.

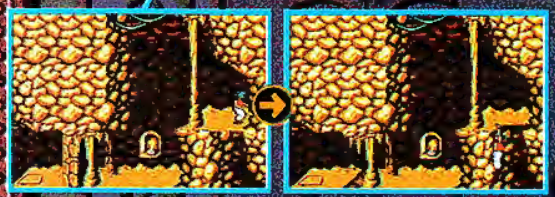


The plain stones won't sink until after you've stepped off them, and if you leave the one with the symbol for last, it will simply sink by itself.

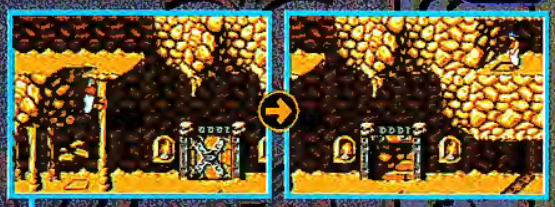
Stage 3 CREEPING THROUGH CAVERNS

In this long labyrinth, the Prince can choose between paths to two separate exits, both leading to the same starting point in the next level. To the left lies the shorter path, which takes less time and offers fewer obstacles. The route to the right presents greater problems but also offers up two powerful potions.

There's a healing potion hiding up here, but you may do yourself more damage trying to nab it than the paltry concoction can actually repair.



To open the gate, step to the right side of the ledge and turn back to the left. The floor will fall out, the door will open, and you'll hang safely by your fingertips.

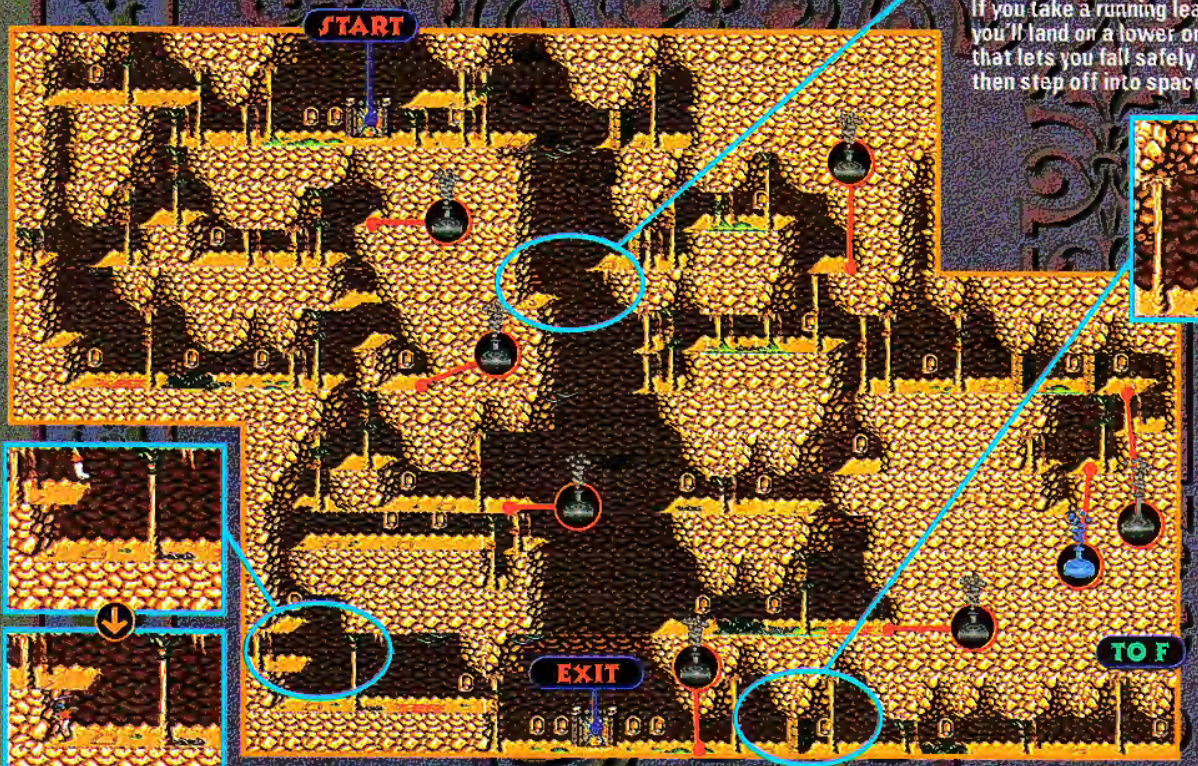


Go up onto the platform on the left and break away pieces of floor so that they land on the pressure plate below. Keeping the plate down will hold the exit open.

Stage 4 A FALL TO THE FINISH

While there are plenty of passages crisscrossing this underground cavern, you can make it to the exit without navigating your way through them. If you can locate the potion that allows the Prince to fall long distances without sustaining damage, you can simply drink it and glide down to the exit door! Sure, it's tempting to go exploring, but just think of all the time you'll be saving for later levels!

If you take a running leap off this ledge, you'll land on a lower one where the potion that lets you fall safely awaits. Drink it then step off into space.



To keep this gate open for a fast getaway, watch it close behind you, run to the right over the next pressure plate, then jump over it on your return.

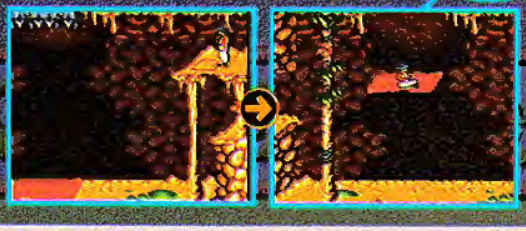
Try to avoid this area of the cavern at all costs! If you lose your grip on the upper ledge, you'll be impaled on some punishing spikes!

To open the door to the next level, press the pressure plate at the end of this passage, then race back to the left before the skeletons can come alive.

Stage 5 THE GOING GETS TOUGH

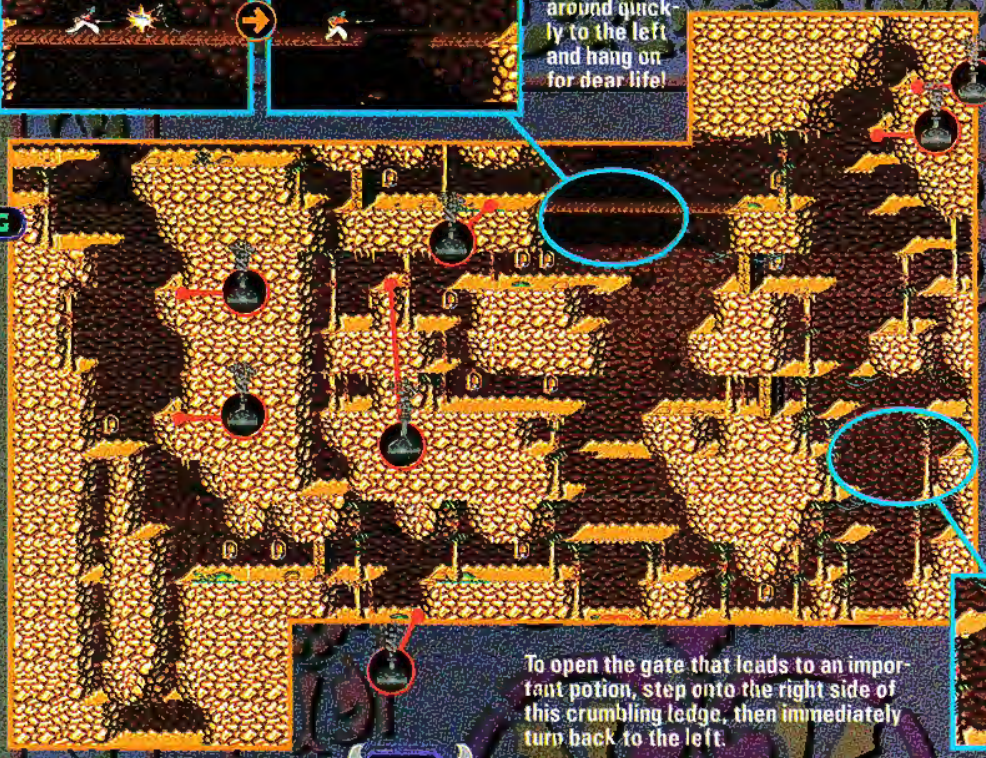
This stage can certainly run down the clock, so keep an eye on the time and reenter your password to try again if you squander too many of your precious minutes. If you can complete this long and perilous level in one attempt, you are truly a prince among players!

Step on the lower plate and jump to the left. Now move across the ledge until it collapses. If you do it correctly, the upper plate will open *both* gates.



You can't make an escape on the magic carpet until you've stepped on the pressure plate that's high above. You're still a long way from the finish!

Keep your bony opponent near the center of the bridge until an earthquake makes it collapse. Now spin around quickly to the left and hang on for dear life!

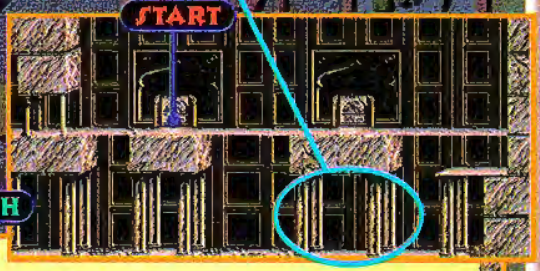


To open the gate that leads to an important potion, step onto the right side of this crumbling ledge, then immediately turn back to the left.

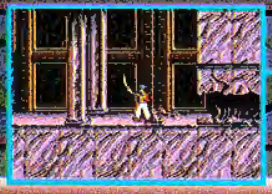
Stage 6 A CRUMBLING KINGDOM

Having barely escaped the caverns on the back of a magic carpet, the Prince now stands outside the remnants of an old and decaying castle. While he's certainly wary of the new dangers and pitfalls that lie ahead (especially since he lost his precious scimitar), he also knows that in order to complete his mission, he must proceed on this perilous path.

The blades hidden within the palace walls can easily slice the Prince into pieces. If you see a narrow opening, carefully crawl past it on your hands and knees.



If you can sneak past the snake, you will find only a disorienting potion and a bottle of poison as rewards for finding this room.

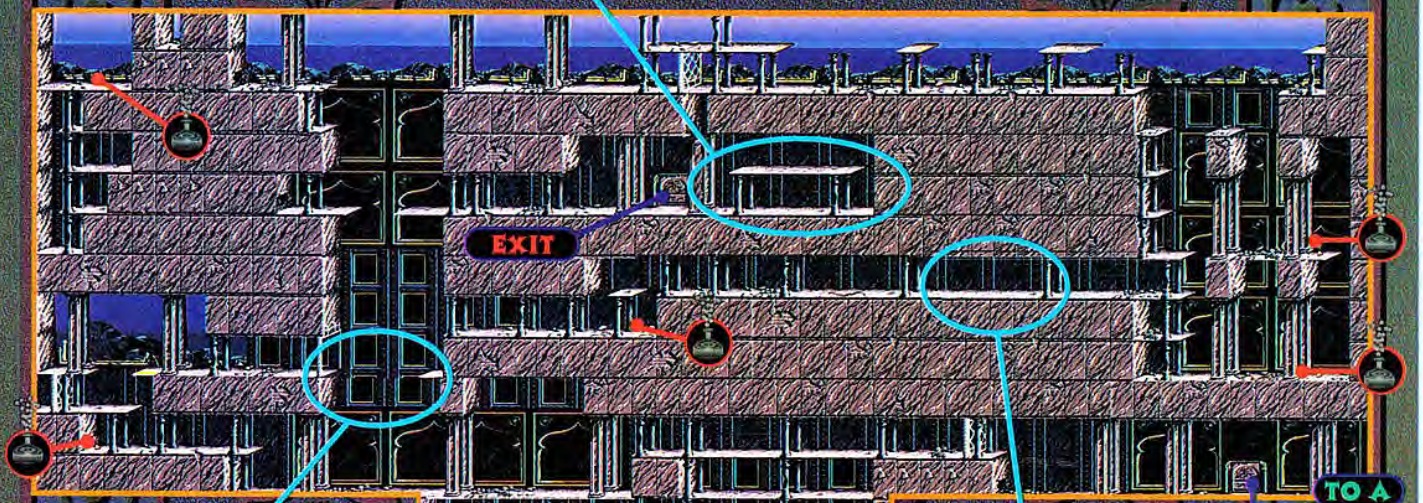


The old scimitar that lies on the floor of this room has definitely seen better days. Luckily for you, it's still sharp enough to do a great deal of damage.

Stage 7 A SLITHERY STAGE

In this level of the decaying castle, the Prince is bound to have some close encounters of the slithery kind! It's very important to keep in mind that these sinister snakes can finish you off with a single strike. Trying to fight them is rather futile, so you'll have to figure out some clever strategies for avoiding their deadly fangs.

When you reach the exit door, run to the right and climb up on the ledge. Now dash across it, drop down on the pressure plate, and crawl back under the blade!

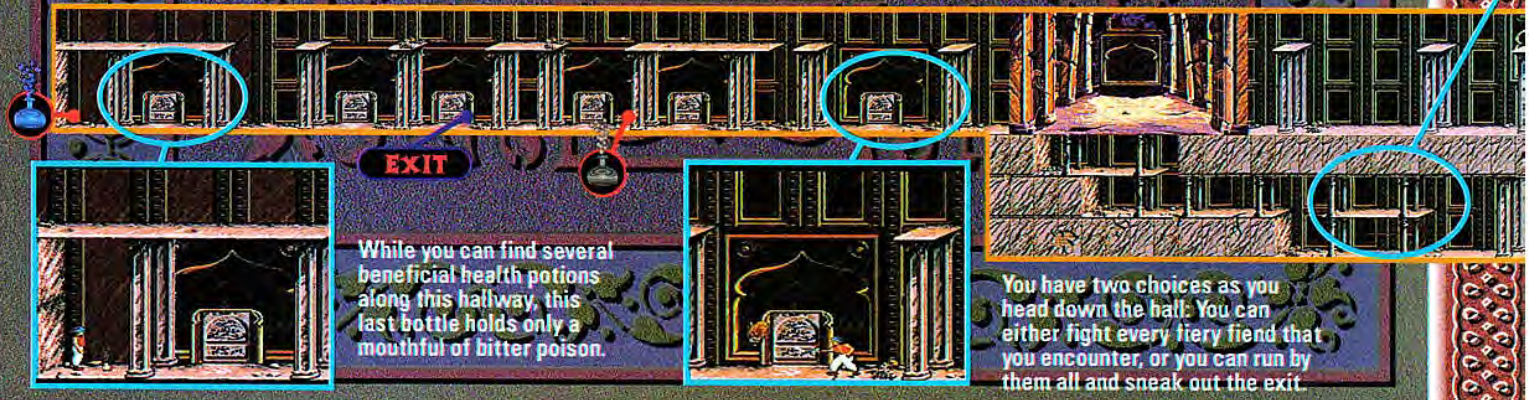


One of the level's greatest challenges is making the enormous leap across this chasm. Try to begin your running jump from the far left side of the screen.

In this passageway, it's no problem to jump past the slithering serpent, but you'll have to be very careful to avoid the blade trap that's just beyond it!

Stage 8 A HALL FULL OF HOTHEADS

Like all the other levels in this deserted kingdom, this stage has terrors and traps around every turn. But what sets this section apart is the long hall full of fiery heads that will try to fry you before you reach the exit door. Luckily, there's little to fear from these flaming fiends.

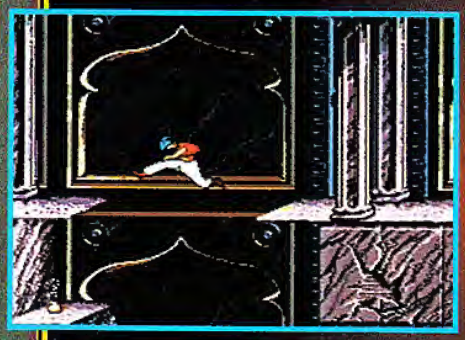


While you can find several beneficial health potions along this hallway, this last bottle holds only a mouthful of bitter poison.

You have two choices as you head down the hall: You can either fight every fiery fiend that you encounter, or you can run by them all and sneak out the exit.

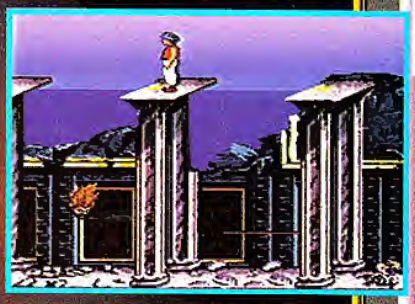
Stage 9 FAR FROM FINISHED

This final run through the ruins will lead the Prince down a path to exotic locales, surreal surroundings, and a final fight with Jaffar! If you can get the Prince past the flaming ghouls and uncover the secret of the statue at the end of this difficult stage, you may actually be cunning enough to complete the six levels that are still to come!



Try to time your leap so that you don't end up on the lower ledge. If you have to climb up, you'll be injured when the ledge above you comes crashing down.

When you start this stage, a large, lower area will open up as you walk to the left. Unfortunately, exploring this lower level will reveal little of value.

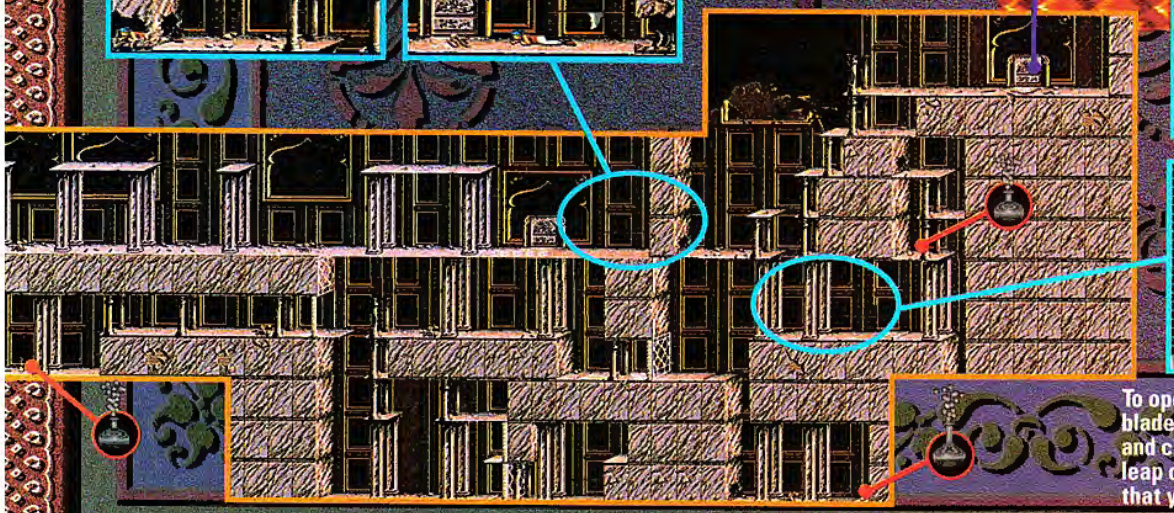


Leaping along these crumbling columns will require lots of practice and plenty of patience, but you'll be well-rewarded for picking this tough upper path.

If you find this blade trap in the lower passage, you'll want to jump as close to the trap as possible to avoid the viper that will soon appear on the screen.

If you want to fight this ghoul on solid ground, just draw your weapon, take a few slow steps backwards, and wait for it to fly down to fight you face-to-face!

You may think this tunnel is trouble when you spot the serpent and the blade trap on the other side, but it's actually a sneaky way to the end of the stage!



To open the gate, crawl past the blade, press the pressure plate, and carefully crawl back. Now leap off the ledge, making sure that you miss the plate below.

CLASSIFIED INFORMATION

0428 6211 4842 0680

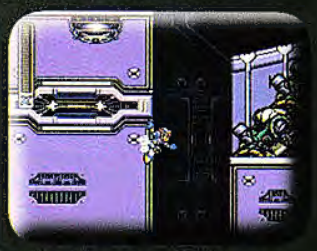
MEMBER IDENTIFICATION #

MEGA MAN X3

Chip Enhancer

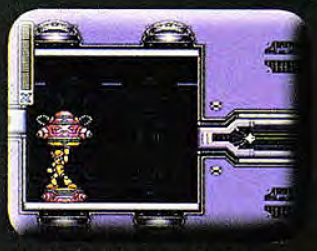
In Mega Man X3, the Blue Bomber's special abilities can be supercharged with special Enhancement Chips from Dr. Light. Normally, you can carry and use only one chip at a time, but there's a special Chip Enhancer that will let you use all four at once. To find it, you must have all eight Heart Tanks, all four Sub Tanks, the four Robot Suits and the Dash Boots, Mega Buster, Armor and Sensor/Helmet Upgrades. Now make your way through the first stage of Dr. Doppler's Lab until you reach an area where spiked metal balls are raining down. Jump into the pit and slide down the left side of the shaft until you come to a secret tunnel. Go left to meet up with Dr. Light. He'll give you the Chip Enhancer and all four Enhancement Chips! You can't use Zero to get to the room, and all your tanks must be full for Dr. Light to appear.

Make sure all your Heart Tanks and Sub Tanks are full.



Slide down the pit and press Left to find the secret tunnel.

The doctor will upgrade you with the latest tech.



Your robot body will gleam with newfound power!

JACK BROS.

Stage Passwords

It's nearly Halloween, and the Jack Bros. are ready for some bewitching adventure on the Virtual Boy. We have no tricks for this game, but here are a few sweet treats for you puzzle/adventure fans.

Jack Frost	
Grim Reaper's Cavern	3267
Temple of Nightmare	8453
Dragon's Belly	1309
Mecha Fortress	7285
Jack O'Lantern	
Grim Reaper's Cavern	4965
Temple of Nightmare	5923
Dragon's Belly	0919
Mecha Fortress	2827
Crystal Palace	6313
Jack Skelton	
Grim Reaper's Cavern	0248
Temple of Nightmare	2745
Dragon's Belly	9537
Mecha Fortress	3598
Crystal Palace	0531

Which Jack will you choose for your adventure?

Being a "Jack of all trades" may not be a bad thing!

SimCity

Extra Landforms and Clear Data

To mark the rerelease of this Super NES classic, we printed a detailed review of Sim City last issue, including the millionaire code. This month, we'll tell you how to clear data from your game and access hidden land forms. To clear all saved cities and reset the scenarios, press L, R, Select, Start and B simultaneously on the title screen. If the 1,000 standard landforms aren't quite what you're looking for in a city site, there are 1,000 extra landforms hidden in the game. To access one of the hidden landforms, start a new city but don't build anything. Wait for at least 15 seconds, then go to the Load/Save screen and select the Go To Menu option. Don't save your game. Now start another city. When the Map Select screen appears, the map number displayed will be the same as the one you chose previously, but the landform itself will be different.

Follow the instructions given to turn this landform...

...into this one. All of the extra landforms are unique.

Chapter Passwords

These passwords will help you guide The Ghost Who Walks through the dangers of the urban jungle. There are several major paths through the game, and the endings you see will differ according to your actions.

Chapter 2
JVH9TWGZTLDG
GGB8LNDCG?FW
KBGDY79KHYQQ
5NCZ?2B9FDD4

Chapter 3
DVH1Y1G97LDF
8JBXQ6CHH2FW
KBGDY79QJYS8
5N1Z411P-7Y?

Chapter 4
BBJM51PB3KXF
8J8DJ?1HN3YW
KBQDY917JYS8
5M1746FV23QT

Chapter 5
JGBH33PH8LXF
8X8DJ?11J6DW
KCQDY1W3JYS7
5M276VC7K54S

Chapter 6
JBBH33PNHSWF
8X?DJ?1JB2JT
YCQDY1X3JYS7
5M29ZD2-RNW6

Chapter 7
JDB195PS6SYF
8X9WJ?1HH9JQ
2CQDYHT4GZS7
5C29VJMRHWJK

These passwords may take you to parts of the game you've never seen before.

Will you solve the riddle of the Ghost Jungle, or will the forces of evil triumph?

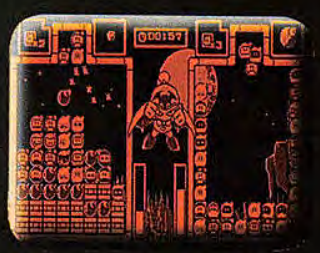
Panic Bomber

Stage Passwords

In Volume 85, we gave you a special password for a "bosses only" game. Now we have passwords to the regular stages. Bombs away!

Sinister Forest	2695
Desert of Desolation	1038
Doom Castle	6934

Enter these passwords as normal.



And whatever you do, don't panic!

Romance of The Three Kingdoms IV: Wall of Fire

Free Soldiers

This trick allows you to create as many extra soldiers as you'd like for free, without drafting! Choose the War command and select one general to go to battle. Assign the maximum number of soldiers possible to his unit (up to 300, if you have that many men), but say "No" when the computer asks for final confirmation to go to war. Take the general off the list of commanders then reassign him to it. When you return to the soldier assignment screen, the total number of men available will have increased by the number assigned earlier. Repeat this process until you have the number of men you want. Now you may select as many generals as you want to go to war and give them up to 300 soldiers each. If you are victorious in battle, the soldier "clones" will remain in your service. If you retreat or are defeated, they will disappear. Do not return to the main menu at any time during the cloning process or the extra men will vanish. If the number of men you take to war exceeds the number of men you originally had in the province, the attacking province will have no soldiers once the battle is over, regardless of the number of clones left behind.

You can create as many soldiers as you like.

You must win the battle for all of the changes to take effect.

Clones will have the same skill levels as the originals.

Use clones to bolster your defenses in other provinces.

Jungle Strike

Max Lives and Best Co-Pilot

We printed special passwords for Campaigns One through Six back in Volume 80; these passwords will take you through to the final mission. They'll give you the maximum number of lives allowed (255) and the option to use Wild Bill, the best co-pilot in the game.

Campaign 7: 8B45MP8YNMPT
Campaign 8: 8B45YP89NMPT
Campaign 9: 8B45FP8VNMPT

Enter these passwords as usual.

Now you're really loaded for bear. Lock and load!

Stunt Race FX

A New Perspective

To get a new perspective on your racing, press Select and the L and R Buttons simultaneously at any time during a race. The game "camera" will float at a distance, showing your vehicle from different angles.

Navigating will get a bit dicey, especially in the turns!

Press Select again to return to the regular game views.

CLASSIFIED INFORMATION

NBA LIVE 96

Legends, Rookies and More

Here are the last of the hidden players we know of for NBA Live '96, including NBA legends, promising rookies and players created by the game's programmers. To add a player to any roster, select the Edit Players option from the Roster Setup menu. Highlight a player and enter any of the names below. The player's stats will change to match those of the person you've named. If a name includes a first initial, leave a space between the period and the last name.

Archibald	Ostertag
R. Barry	Parks
Laimbeer	Popa
Russell	Ratliff
I. Thomas	Reeves
Thompson	Respert
Thurmond	Snow
Bennett	Sura
Bodiroga	Wallace
T. Brown	Whitfield
Burrough	Nelson
Caffey	Andy R.
Garnett	Ranata
D. Marshall	Reddekopp
Meek	Willard

You can change one player or an entire team.

Would the rookies stand a chance against the legends?

WAR 2410

All Passwords

Awright, lissen up, dog faces! Since you're having sooo much trouble breaking through enemy lines, we have all of the passwords for War 2410. Now get out there and get the job done, Marine! Hoo-rah!

Mission 2:	KMDNNMLVY
Mission 3:	CRTNYLGH
Mission 4:	SHLYMR
Mission 5:	DBRNNMRNL
Mission 6:	SLVTRMRNL
Mission 7:	NDRNNMRCL
Mission 8:	HRVMRCL
Mission 9:	DNCMSTR
Mission 10:	CLLNSMN
Mission 11:	STVNSMN
Mission 12:	DNJRCMSTR
Mission 13:	NTHNVRDCC
Mission 14:	JNNMRPH
Mission 15:	TMMLVY
Mission 16:	JSPHMRNLL
Mission 17:	JNNYSMN
Mission 18:	SLJRSMN
Mission 19:	PTMMRGN
Mission 20:	SLVTRSMN

Use these passwords to try any scenario in the game.

We've got your battlefield advantage right here!

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

Classic Codes

Player's Choice Spotlight

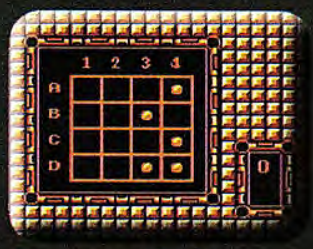
Two more blasts from the past are joining the exalted ranks of the Players' Choice series: Mega Man: Dr. Wily's Revenge for the Game Boy and Super Star Wars for the Super NES! In honor of their rerelease this fall, we've put together a slew of passwords and codes for these classic Paks. If you weren't lucky enough to get your mitts on these puppies the first time around, here's your chance!

MEGA MAN

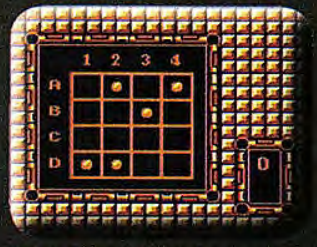
Passwords Galore

The first four stages of the game can be completed in any order, but we recommend defeating Fire Man first, then Cut Man, Elec Man and Ice Man. The passwords for that sequence are given in the column to the right. If you prefer a different route, you can use any of the passwords below to get a one-stage jump on your robotic competition.

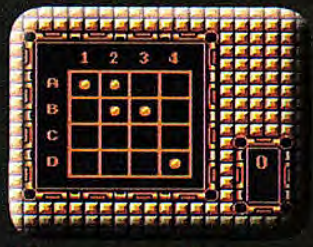
MM: DWR was the first Mega Man title for the Game Boy, and it's still one of the best!



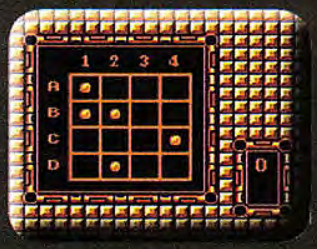
Take the cruel Cut Man down a notch or two with this password.



Elec Man will be history right from the start if you plug in this password.

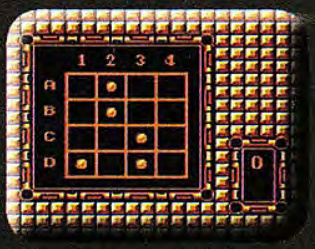


When you enter this password, Ice Man won't have a chance against Mega Man.



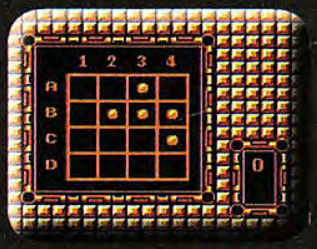
With this password, Fire Man will be history, and Cut Man will be looming large!

Watch out for the Invincible Cut Blades and Shielded Soldiers.



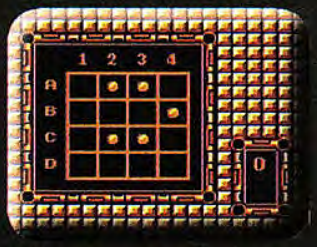
Use this password to jump to Elec Man's stage. Don't take any static from him!

This stage is mainly vertical. Be careful of the fans planted along the shafts.

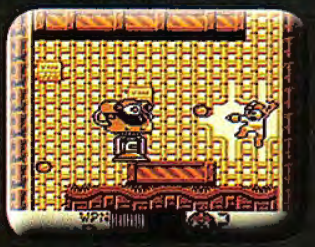


It's time for Ice Man to have a meltdown, so punch in this password!

Many of the blocks are rigged to melt out from under your feet, so keep moving.



This password will eventually take you to a showdown with the dastardly Dr. Wily...



...but you'll have to plow through a few more menacing mechanoids first!

CLASSIFIED INFORMATION

SUPER STAR WARS

The Force Will Be With You...Always!

With Shadows of the Empire for the N64 right around the corner, the re-mastered Star Wars: The Special Edition slated for release next year, and the new "prequel" films to come after that, Star Wars mania is once again at a fever pitch! Super Star Wars became an instant hit when it first hit stores in 1992, and we fully expect history to repeat itself this fall.

Debug Menu and Invincibility

This two-part code gives you access to a debug menu and gives you invulnerability in side-scrolling stages. First, turn your Super NES off then on. When the "Start Game" box appears, quickly press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B. Once the game starts, you can clear any stage by pressing Start on Controller II. To access the debug menu, press L and R simultaneously on Controller II. To become invincible in side-scrolling stages, press and hold Select, A, B, X and Y in that order on Controller II, then release all the buttons simultaneously.

The code must be entered quickly. If you do it correctly, you'll hear a Jawa scream.

Use Controller I to change any of the options on the debug menu.

You can select any stage or character and increase your health or number of lives.

Invincibility lasts until the end of the stage. You can still fall to an untimely demise!

Extra Continues and Lightsaber

If you want some help battling the Empire but still want to preserve most of the challenge, then use one or the other of these two codes. These codes can only be used alone and will not work if any other code has been entered. Be sure to turn your Super NES off then on before you enter them.

When the "Start Game" box appears, quickly press X, B, B, A and Y.

You'll start off the game with five continues instead of the usual three.

When the "Start Game" box appears, quickly press Y, Y, X, X, A, B, X and A.

You'll start your adventure with your Lightsaber already in hand!

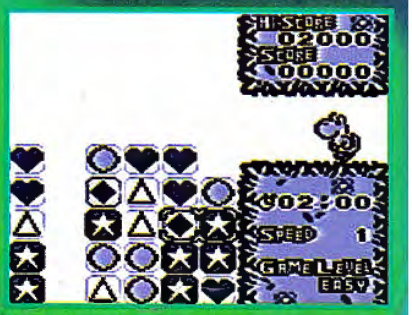
Sound Test

Last, but not least, is the Sound Test code. Anytime during the game, press and hold A, B, X and Y, and then press Start to make the Sound Test screen appear. Use the Control Pad to select different music themes or sound effects and press A, B, X or Y to play them.

Use Controller I to play your selections. John Williams's music sounds terrific!

Press Start to get back into the action. The Death Star awaits!

TETRIS ATTACK™



©1995, 1996 Nintendo/Intelligent Systems.
Tetris Attack Licensed to Nintendo by The Tetris Company.

THE PUZZLE GAME EVERYONE IS FLIPPING OVER ON THE SUPER NES IS NOW AVAILABLE FOR GAME BOY! NINTENDO'S PASSWORD-BACKED TETRIS ATTACK HITS THE ROAD AS THE PERFECT PORTABLE PUZZLER FOR ONE OR TWO PLAYERS. LOOK FOR IT IN STORES NOW!

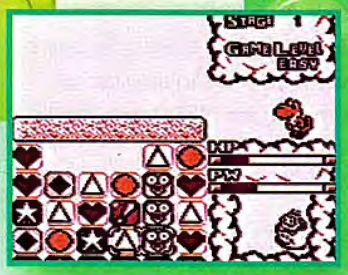
Super GAME BOY

IT'S FLIPPIN' FUN

Now you can take your puzzle fun with you! Tetris Attack for Game Boy features seven different modes of play and a ton of customization options.

Only a handful of differences separate the portable version from its Super NES counterpart. Since you're playing on a smaller screen, you won't be able to see your rival's stack of blocks, but you can follow your opponent's progress with two status gauges beside your stack. The only other item not included in the Game Boy version is the teaching tutorial, a feature few players use after they learn the game's basic strategies.

SEVEN WAYS TO PLAY



If the name of your game is variety and high replay value, Tetris Attack fills the bill. Choose one of seven different ways to play. One-player mode has five different games, and two-player mode has both Vs. and Time Trial games. If you're looking for a tough challenge, you can alter the options in many modes. Make it hard on yourself and crank up the game speed or bounce between one of the three difficulty levels.

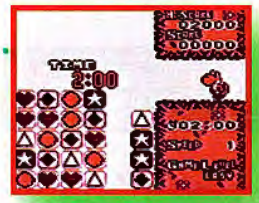
ONE-PLAYER

ENDLESS

How long can you last against an eternity of towering tiles? Endless mode is a grueling endurance test. When the tiles stack up and the game ends, a Result Screen will tally the number of combos you scored.

TIME TRIAL

How many tile chains and combos can you create and clear in two minutes? Time Trial mode is a timed stage with three difficulty levels. If you want to score big, shoot for large combos and chain reactions.



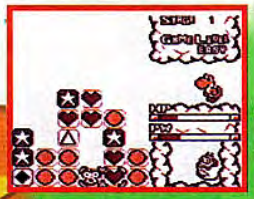
STAGE CLEAR

The tiles quickly pile up, and you need to knock them down below the blinking stage clear line. Use a big combination or chain reaction to temporarily stop the stack so you can plan your next move.

PUZZLE

Unlike the other Tetris Attack games in which you race to flip tiles, Puzzle mode lets you pause and think about your moves. The tough part is clearing the stage with the limited number of flips allowed.

VS. COM



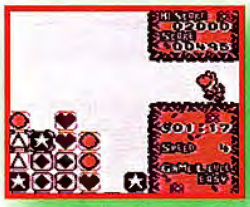
This mode is much like the two-player Vs. mode game, except that this time, you play against the computer. The Hit Point gauge on the right side of the screen shows your computer opponent's condition.

TWO-PLAYER

Link up and attack a friend! To play two-player Tetris Attack, you'll need a second Game Boy and another game pak. Two-player modes include a handicapping option.

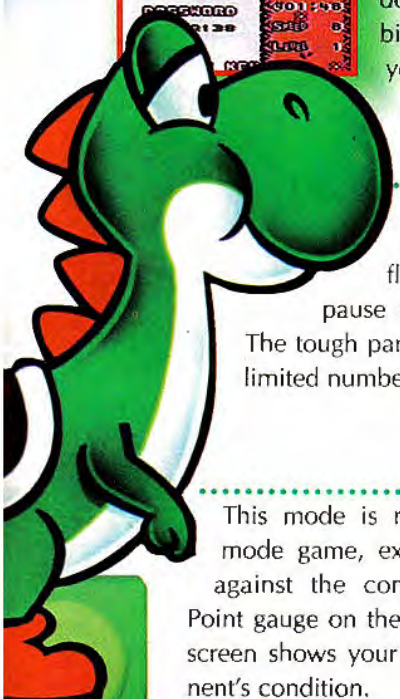
TIME TRIAL

It's a race to clear as many tiles as possible in two minutes. When the last chain is dropped, the player with the highest score wins. Remember that you can earn points by just raising your stack of tiles.



VS. PLAYER 1

Drop blocks on your opponent by linking chains and combinations of four or more tiles. A hit point gauge on the right side of the screen tells you how well your opponent is faring against your attack.

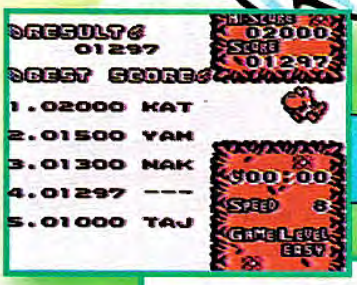


PLAY IT YOUR WAY

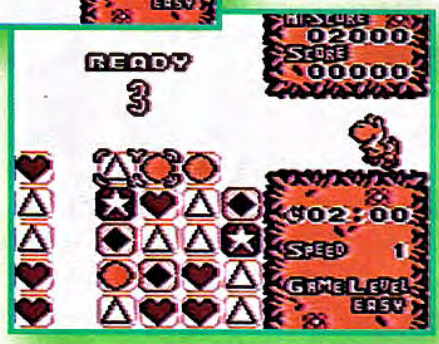
Few puzzle games offer more playing variety than Tetris Attack, but with all those options some gamers don't know where to begin. Listed below are some basic strategies for racking up a stack of Tetris Attack scores. If you're looking for additional tile tips and hints, make sure you check out the Super NES Tetris Attack strategies on page 10 in Volume 87 of Power.

ENDLESS PLAY

Endless mode is ideal for working on your scoring technique or going for an all-time high score. The scrolling stack gradually speeds up as you eliminate tiles, but you can get a running start by adjusting the Speed Level gauge from 1 to 100 before you begin the game.



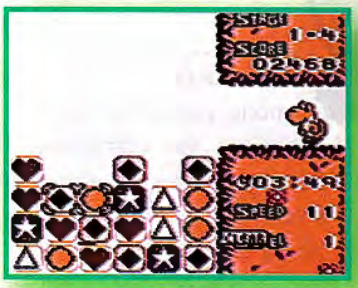
TIME TRIAL



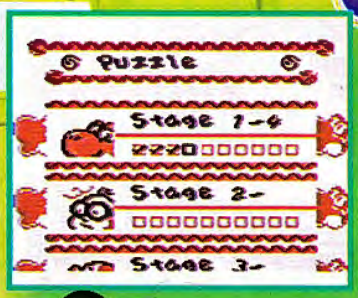
If you're going to match the game's high score in under two minutes, you need to clear more than five tiles at a time and set off long series of chain reactions. As the tiles fall, line up matching blocks beneath them to create more chains. Tap the B Button to raise your stack near the top of the screen. The more panels you have on the screen, the more options you'll have available to make high scoring chains and combinations.

STAGE CLEAR

While the rising stack of tiles is barely moving when you start Stage Clear, you'll soon be scrambling to keep up. Whenever you clear a four-tile combination or set off a chain reaction, the ascending stack will stall for a few seconds. Many experienced players wait until the tiles start hopping along the top of the screen, then execute a combination or chain to stop the stack for an extended period of time. Rearrange your tiles during the stall time to create the next big chain or combination.

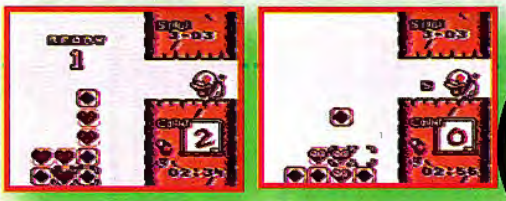


PUZZLE MODE



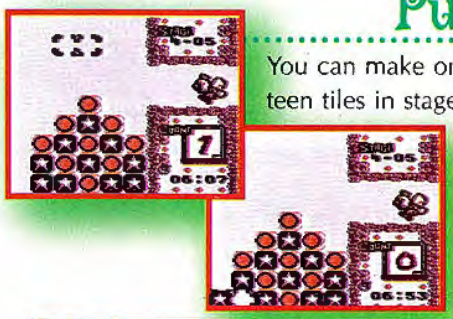
Puzzle mode doesn't require fast flipping, but it does require plenty of thought. This mode has sixty levels, and you can record your progress by writing down the password given to you when you complete a stage. A count meter tells you the number of moves you can make to solve the puzzle. The most difficult puzzles are not measured by how many blocks you have to clear, but how many moves you are allowed to make.

Puzzle 3-03



Flip the lowest heart tile to the right one space, then slide the diamond tile above the heart tile one space to the right. This sets off a chain reaction that removes all hearts and drops the remaining diamond tiles down into a horizonal row.

Puzzle 4-05



You can make only one move to set off a chain reaction and clear all nineteen tiles in stage 4-5. Slide the lowest star block on the left side of the stack to the left and watch the panels fall down. Most solutions for chain reaction puzzles are found near the bottom of a pile.

ONE-PLAYER VS. MODE

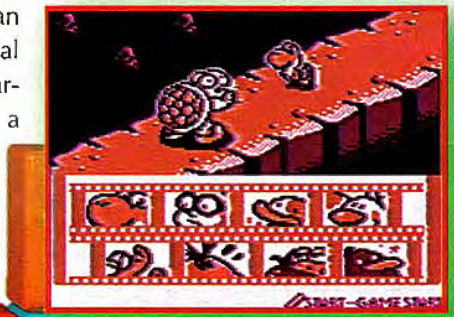
Bowser has cast a spell over the inhabitants of Yoshi's Island and it's up to Yoshi to save the day! As you complete the stages in One-Player Vs. mode, more characters join Yoshi in his fight to save Yoshi's Island. If you want to fight Bowser in the final round, you must complete all the stages on the Hard Game Level.

Hit Points and Power Meter

Whenever an opponent's Power gauge is full, a block will drop on your stack of tiles. The Hit Point gauge indicates how well your opponent is doing in the game. Each time you clear a combination of tiles or set up a chain reaction, the Hit Point gauge will shrink. When the HP gauge is empty, you've won the round.

Pick a Character

After Yoshi frees his seven friends, you can select them and use them in the final rounds. Move the Select cursor to the character you want to use before you enter a new stage. If you lose a match using any character but Yoshi, you won't have that character when you continue the game.



2 GAMES IN 1 PAK!

BATTLEZONE®

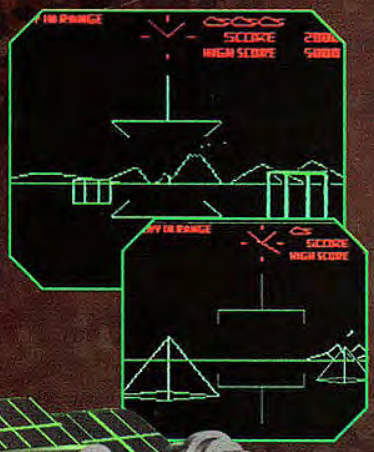
Battlezone © 1981-1996
Atari Corporation

An Early Breakthrough in 3-D Battling

Although a bit primitive by today's standards, Battlezone was a real breakthrough in 3-D gaming when it first debuted. While its wire-framed tanks and scenery may seem simple, no game of its time even approached its sense of real space, something that game companies have been striving to perfect ever since!

THE ZONE OF BATTLE

The game's futuristic battlefield is full of objects that can be used for offensive and defensive advantage. Hide safely behind squares, rectangles, and pyramids while you watch the enemy, then sneak out and fire a few rounds of ammo at your foe.

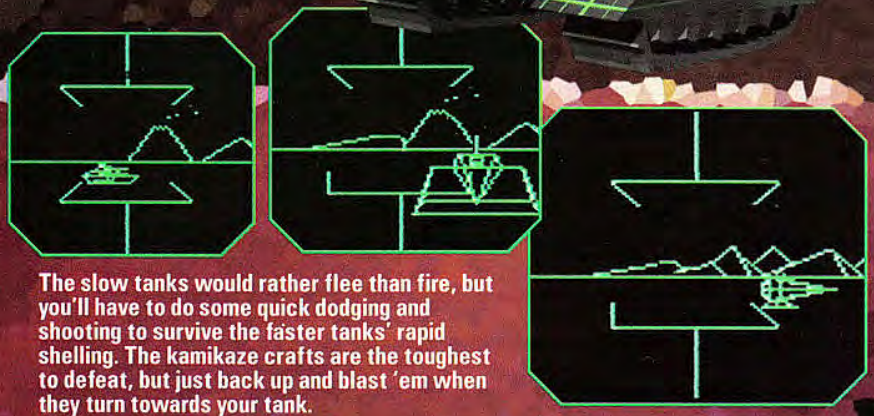


THE ENEMY ARMY

Your enemy has four types of fighting machines, some definitely deadlier than others. While the stationary ships and slow-moving tanks are easy targets, the kamikaze crafts and streamlined assault tanks are real trouble.

The Best Way to Battle

Understanding your opponent's strengths and weaknesses is the best way to develop a strong offensive strategy. Your best defense is to keep your distance from your foes.

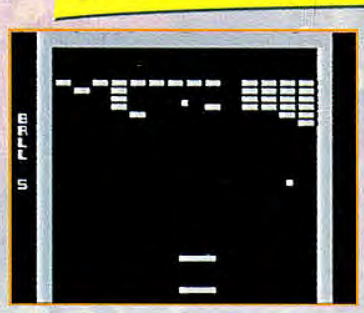


The slow tanks would rather flee than fire, but you'll have to do some quick dodging and shooting to survive the faster tanks' rapid shelling. The kamikaze crafts are the toughest to defeat, but just back up and blast 'em when they turn towards your tank.

BLASTS OF THE PAST

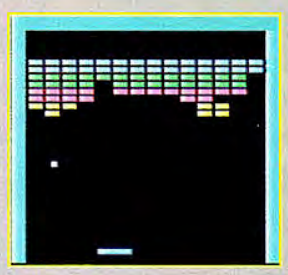
With nearly 20 years under their belts, Battlezone and Super Breakout are still as cool as they were when they were mainstays in every arcade across the country. Now Game Boy players can pick up both of these classics in a single pak!

Super Breakout © 1978-1996
Atari Corporation



The Classic Block-buster!

Not only is Super Breakout an arcade classic, but it's also an important bridge between video gaming's humble beginnings and many of the popular games of the present. With its bouncing ball and simple paddle, Super Breakout has more than a passing similarity to the old game of Pong, but its theme, the elimination of stacked tiles, is similar to Tetris, a modern gaming masterpiece!



BREAKOUT

This mode is the classic version of Breakout. The objective is to keep bouncing the ball off the different colored tiles until the entire screen is cleared. Like most of the other variations, the ball speeds up and your paddle shrinks as the game progresses.

DOUBLE

Double is like Breakout but trickier because there are two balls and two paddles in play! Thankfully, the paddles move together so that you don't have to control them separately. You can use either paddle to bounce balls, but if you miss a ball, you won't get the second one back until after you've lost them both.

Block Breaking Basics

It's fine to focus on just keeping the ball in play, but you can also aim the ball by bouncing it off the sides of your paddle. To pick up the big points, aim the ball so that it bashes a path at the edge of the blocks and ricochets around the very top row.

Bouncing the balls towards the corners of the blocks will eventually reap you big rewards, but unfortunately, your paddle shrinks in size, so you pay the price for all those added points.

PROGRESSIVE

In Progressive mode, there are three big rows of tiles to bash, the bottom row being worth the fewest number of points. For a fun (and frustrating) twist, the tiles keep moving down and become less valuable as new rows start to drop from the top of the screen.

CAVITY

Cavity mode, in which three balls can be activated at once, requires fast reflexes and complete concentration. You begin with two paddles, one bouncing ball, and a big row of tiles with two more balls trapped inside. Once they're freed, you'll have to work fast to keep all the balls bouncing.

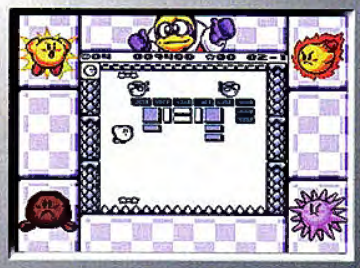
Only the STRONG survive in the...

ARENA

CHALLENGE #2

KIRBY'S BLOCK BALL

Kirby's Block Ball mania continues! This month we want your highest score for Stage 2. Gobble up as many tasty goodies as you can, then take a picture of your score right after you pound the obnoxious Octopus into sushi at the end of the second level. And in case you're wondering, yes, you can use a Super Game Boy adapter. The top ten scores will win four Super Power Stamps good for money off lots of cool stuff in the Super Power Supplies Catalog.



CHALLENGE #1

SUPER MARIO KART

Greg Pituch, Israel Knight and Mike Vollmer are a few of the ultra hot, pacesetters that have established themselves at the top of the Arena's Super Mario Kart road rally. When will you take the lead? Can you run with the best in North America? Slide or glide through the torturous turns of Donut Plains 2 and send in your best time. Choose either Grand Prix or Time Trial mode—we don't care how you get there as long as you finish at the top of the Battle Zone. The top twenty racers will drive away with four Super Power Stamps.

PILOTWINGS 64

Take part in the first Arena challenge for the Nintendo 64! How fast can you bust up twenty floating balloons in Balloon Rush, the second P Class test in PilotWings 64? Capturing your flying feat on film can be a little tricky, and you might have to try a few times. You need to snap a picture at the exact moment the words "Landing Accomplished" appear. The words are only on the screen for about three seconds, so make sure you get it right the first time. The top 25 times will fly off with four Super Power Stamps.

NAME THAT GAME!

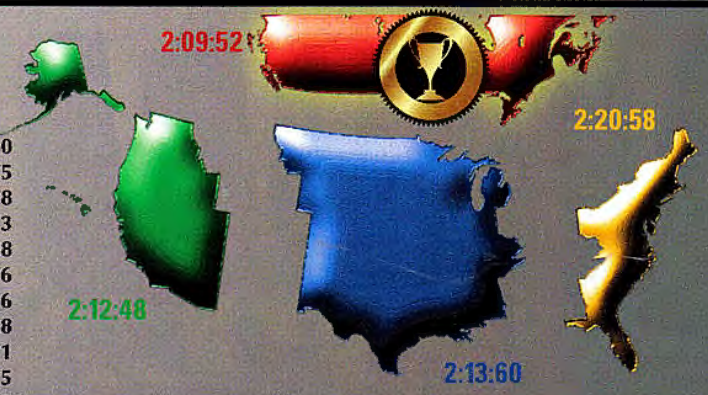
It's the ultimate game fanatic quiz! Take this quiz for fun and see how many games you can identify. Look for the answers in next month's issue.

1. It's the only sports game that features Mega Man.
2. Bombard your opponent's fortification then scramble to rebuild your own castle walls in this one or two-player Super NES game.
3. You have precious seconds to defuse the cortex bomb in your head as you wander the streets of Seattle in this futuristic game.
4. Palom and Porom are two powerful twins in this epic adventure.
5. Kough up 15 Kremcoins so Klubba will let you kross his bridge and explore part of this game's Lost World.
6. If you're a charming player, you might be able to steal the Blue Mail from the Mother Brain in this role-playing game.
7. Can Bolt Lightning strike out Frank Liberty? Step up and take your best swing in this sports sequel.

SUPER MARIO RPG

Best Time on the Moleville Mountain Mine Cart Ride

Mike Brodie	Kitchener, ON	1:58:80
Vincent Chan	New York, ON	1:59:75
Trevor Ma	Arcadia, CA	1:59:78
Pablo Reyes	Davie, FL	2:03:13
Austin Mohr	Marion, IL	2:03:38
Dennis Peabody	Bellevue, WA	2:03:76
Simon Ringsmuth	Lincoln, NE	2:03:76
Jim Hendricks	Mound, MN	2:04:48
Keith Chamberlain	Phoenix, AZ	2:06:71
Matthew Dornbush	Waterford, MI	2:06:75
Jeff Derrenberger	Fishers, IN	2:07:35
Robert Walker	Redlands, CA	2:07:35
Kevin Chamberlain	Phoenix, AZ	2:07:53
Derek Saclolo	Palmdale, CA	2:08:16
Brian Cripps	Tulsa, CA	2:10:56
Ryan Tolley	Rockville, MD	2:11:65
Stephen Murphy	West Roxbury, MA	2:11:98
Israel Knight	Dove Creek, CO	2:13:00
Dwayne Rogers	Barstow, CA	2:13:06
Lee Phillips	Kelliher, MN	2:13:63



Canada rocks the Battle Zone this month, dominating the top times for the Moleville Mountain Mine Cart Ride. Mike Brodie and Vincent Chan, the dynamic duo from Ontario, smashed the two minute barrier. Trevor Ma's sizzling time of 1:59:78 was enough to pull the West into second place. Check out the regional averages on the map above and the top twenty finishers on the left.

KIRBY'S BLOCK BALL

Highest scores for Stage 1 (Volume 85)

Peter Dyrud	Brooklyn Park, MN	184,810
Kevin Charlton	High Ridge, MS	146,300
Zachary Miller	Anchorage, AK	136,330
A. Seaton-Elliott	Hightstown, NJ	132,800
Dennis Frohlich	Devils Lake, ND	128,820

SUPER MARIO KART

Best Times on Choco Island 2 (Volume 83)

J. Berzychowski	Niagara on the Lake,ON	1:18:36
Geoff Tuttle	Fountain Hills, AZ	1:18:40
Brian Perry	Folsom, CA	1:18:61
Vinson Ridenour	Bellflower, CA	1:18:63
Chris Scott	Hampstead, NC	1:18:63
Michael Rosenbach	Santa Rosa, CA	1:18:81
Andrew Everett	Hudson, OH	1:18:89
Donald Horneff	Tuckertown, NJ	1:18:89
Jarrett Wiley	Roland, AR	1:18:93
Brian Rice	Paintsville, KY	1:18:94
Jason Besherse	Kress, TX	1:19:04
Arthur Subrin	Palm Bay, FL	1:19:39
Alan Gostin	Plano, TX	1:19:74
Andrew Beckett	Sheboygan, WI	1:19:79
Justin Seegmiller	Phoenix, AZ	1:19:96
Jason Mundell	Okotoks, AB	1:20:75

MEGA MAN X3

Completed Rhino Stage first (Volume 84)

Mostafa Alattar	Marietta, GA
Matt Bane	Wheeling, WV
Drew Bannister	Clarkston, GA
Giovanni Batz	Los Angeles, CA
Jose Beltran	Naples, FL
Lee Berlin	Lexington, KY
Robert Bommarito	Palm Springs, FL
Matt Branen	Palm Bay, FL
Nick Canale	Poughkeepsie, NY
Bryan Costello	Aliquippa, PA
Mike Crowe	Braintree, MA
Michael Daley	Yakima, WA
Adam Davis	Crestview, FL
Chandler Downs	Avon, CT
Joseph Esposito	Staten Island, NY
Richard Evanochko	Surrey, BC
David Ferrandino	New Britain, CT
Garret Firl	Rochester, MN
Matt Fontaine	Swansea, MA
Michael Gee	Oakland, CA
Nicholas Lee Gless	Rootstown, OH
Ben Green	Hebron, NH
Norman Harris	Edmonds, WA
Travis Henry	Gray, TN
Brandon Hult	Oak Park Heights, MN
Nassar Ismail	New Bedford, MA
William King	Mililani, HI
Eli Kinney	Eva, AL
Eric Lavoie	Nashua, NH
Andrew Lee	Staten Island, NY
Steven Lee	Temple City, CA
Curtis Lindsey	Vidor, TX
Matthew Mabalot	San Jose, CA
Scott McHenry	Cincinnati, OH
Eddie McTighe	Gettysburg, PA
Rick Minter	Sealy, TX
Matt Murdoch	Glenmoore, PA
Chad O'Rourke	St. Louis, MO
Patrick Paglen	Accord, NY
Scott Parker	Altus, OK
Christopher Patton	Olive Branch, MS
Beau Pearson	San Francisco, CA
Joey Perry	Middletown, NY
Anthony Persaval	Rio Piedas, PR
Kenny Port	Raleigh, NC
Neale Reimers	Baltimore, MD
Jonnie Renstrom	Upland, CA
Jacob Riley	Crestview, FL
Matt Rombole	Horsham, PA
Ian & Brian Scanlan	Davie, FL
Daniel Seda	Brentwood, NY
George Siu	Los Angeles, CA
Jason Skorski	Grand Rapids, MI
Dean Steward	Atlanta, TX
Eric Swartzwelder	Newark, DE
Jennifer Sweet	Rhinelander, WI
Eric Thomsen	Post Falls, ID
Michael Truong	Los Angeles, CA
Zach White	Chattanooga, TN
Mike Willard	Middletown, MD
Brian Witucki	Toledo, OH
Daniel Yount	Hillsboro, OR

THE LEGEND OF ZELDA- A LINK TO THE PAST

Thirteen Hearts to Ganon (Volume 84)

Richard Abel	Peoria, IL
Justin Ardini	Needham, MA
Chris Argento	Bayonne, NJ
Ben Baker	Mt. Home, AR
Patrick Biltgen	Naperville, IL
Jason Daniels	Arlington, TX
Eric Gervais	Longueuil, PQ
Brian Hennessy	Clearwater, KS
James Messina	Marlboro, NJ
Ben Miller	Honor, MI
Kenny Newman	Murrells Inlet, SC
David Olaechea	West New York, NJ
John Pagac	Kenosha, WI
James Ridener	Hillsdale, IN
Garrett Rodrique	La Canada, CA
Patrick Simonics	Fort Erie, ON
Michael Terry	South Gate, CA
Chris Turner	Russellville, AR

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than November 10, 1996. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases

OCTOBER 1996

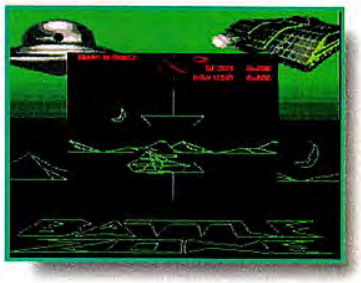
Battlezone/Super Breakout

Game Boy

Company .....Black Pearl
Release Date .....September 1996
Memory Size .....2 Megabits

Two classic arcade games come together on Super Game Boy.

Black Pearl continues the recent run of classic arcade games that are headed for release this fall. This Super Game Boy pak contains Battlezone and Super Breakout, both originally released by Atari way back in 1979. The green, vector line graphics of Battlezone were considered to be pretty sophisticated in their day as they suggested a 3-D world. The object of the game is simple, though. You target and blow-up enemy tanks, missiles and planes that are hunting you. Super Breakout has an even more basic premise. You have to hit the bouncing ball against blocks to make the blocks disappear. Of course, that's just for starters. If you want to clean up on either of these classic games, turn to page 90 for this month's Game Boy review.



Two games in one Game Pak. Simple but involving game play.

Confusing selection screen.

Donkey Kong '94

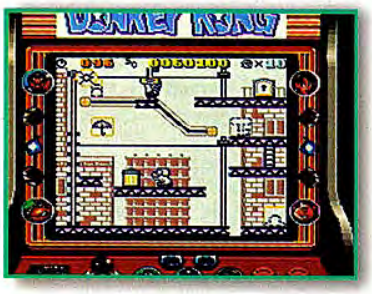
Game Boy

SAVE

Company .....Nintendo
Release Date .....September 1996
Memory Size .....4 Megabits

An arcade classic ape-dated for the '90s.

Before Donkey Kong ever heard of Kremlings, there was a little guy named Mario who made life difficult for the big ape. Years later, the arcade game that made DK and Nintendo famous returned as the first Super Game Boy enhanced title. Now, as one of the Game Boy Player's Choice series games, Donkey Kong '94 returns again. The classic construction-area stages are just the beginning of the fun. Nintendo has packed in dozens of new areas to baffle fans. Along with the greater complexity of the new stages, you'll find greater challenge, too. In all, DK has 100 areas to keep you going ape.



A $19.99 MSRP is hard to beat. New stages and old.

Arcade style control may seem awkward.

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP

Lufia II: Rise of the Sinistrals

Company.....Natsume
Release Date.....August 1996
Memory Size.....20 Megabits

Natsume's sprawling adventure finally reaches the stores.

Last May, Nintendo Power first covered Lufia II: Rise of the Sinistrals, but Natsume didn't get the game out the door until recently. No epic game fan will want to miss this one, though. The Dual Blade is resonating and the Sinistrals see it as a sign to challenge the leadership of the earth. Your hero, Maxim the monster hunter, sets off on a quest to stop them. He will be joined by a party of characters and beasts, some of them fighters and others magicians. Lufia II crosses some of the boundaries between RPGs and adventures by using a number of features that you find in games such as Legend of Zelda: A Link to the Past. Maxim can push blocks, shoot arrows, hit switches and use other skills. The magic system varies from most RPGs in that spells can be focused on one enemy or cast on an entire group. In dungeons, the Skills feature lets you deal with foes in real time rather than sending you to a battle screen. Using a ring menu similar to the one used in Secret of Mana, you can choose a skill and use it against baddies or use it to solve puzzles.

A sprawling epic with RPG and adventure features. Player friendly. Good graphics. Lots of play value. Four slots of battery-backed-memory.

Play control is a bit quick.

Mario Paint

Company.....Nintendo
Release Date.....October 1996
Memory Size.....8 Megabits

Create a masterpiece on your Super NES.

Mario Paint gives users the power to create art, animation and music on their television screens. All they need is imagination. The Creativity Pak includes the Mario Paint Pak, a Super NES Mouse and a special mouse pad. Paint tools include various pens, brushes, an airbrush, fills, color palettes and the Stamp tool that lets you copy and paste images endlessly. The animation tools let you move figures along a path and cycle between frames for true, multi-frame animation like you see in cartoons. The music editor includes a variety of sounds that are placed on the musical staff just like written notes. Every Mario Paint feature can be learned quickly, but the results can be startlingly good. In many ways, including user-friendliness, Mario Paint is more powerful than many PC paint and animation programs. If you don't have it, you're missing out on a world of possibilities.

Open-ended, creative fun. Easy to learn and use. Powerful graphics effects

Only one picture can be saved at a time.

Mortal Kombat Trilogy

Company.....Williams Entertainment
Release Date.....November 1996
Memory Size.....64 Megabits

The biggest MK of all time comes to the N64.

Williams Entertainment set out to create the definitive Mortal Kombat game for the new Nintendo 64. After all, the most powerful video game system deserves the most powerful MK. And that's exactly what they did. Mortal Kombat Trilogy includes more fighters than any other game, including special characters from previous games, including Rain, Smoke and Noob Saibot, all of whom can be accessed right from the start in this new game. The play control and moves remain classically MK in style, featuring dozens of Fatalities, Animalities, Babalities, Friendship moves and Brutalities. You can also score on Aggressor moves and Kombos. Use of the Control Stick or Cross Pad on the Controller is up to the player, along with other setup functions ,including music channel separation and difficulty levels. In addition to one- player and two-player vs. modes, you can play two character Vs. two characters, three vs. three or an eight player tournament mode. It's big in ever sense of the word. Nintendo Power enters the tournament this month and shows you how to score that flawless victory. At press time we learned that the game will ship in early November.

Tons of Kombatants. Excellent options. Good play control and graphics. Kombat Kodes.

If you're looking for radical differences from previous MK games, you won't find them here.

Ms. Pac-Man

Company.....Williams Entertainment
Release Date.....October 1996
Memory Size.....2 Megabits

Are you hungry for a classic arcade feast?

This classic arcade game from Williams Entertainment never looked better. Ms. Pac-Man for the Super NES recreates the mazes full of energy pellets and ghosts that once ruled the video arcades. The experience on the Super NES is pretty much the same, but Williams has added a number of options that will keep Ms. Pac-Man entertaining for a long time. In addition to the normal Arcade mode, you'll find Mini Maze mode, Big Maze mode and Strange mode (which mixes the map modes). This month's review reintroduces the amazing Ms. Pac-Man.

Fast, fun and simple.

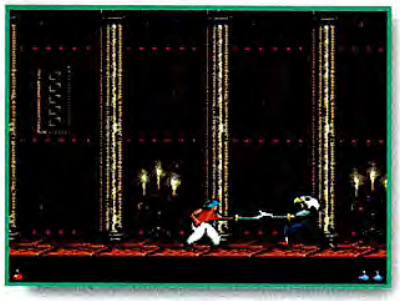
Play Control is not responsive enough in Booster mode.

Prince of Persia 2

PASS WORD

Company.....Titus
Release Date.....October 1996
Memory Size.....16 Megabits

Puzzles, traps, sword fights and the sands of time are running out.



The classic Prince of Persia format is given a new breath of life in this Super NES game from Titus. The idea is simple. You are a young, Arabian adventurer who must sneak through the sultan's trap-strewn palace to rescue a princess. Along the way, you'll battle magicians and swordsmen, solve fiendish puzzles, and probably wind up dangling on a spike about a million times. Prince 2, like the original game, is unforgiving if you make one false step. This month, Power will reveal the path through the peril.

Excellent animation. Variety of puzzles and traps.

Lots of repetitious play. Play control is touchy.

Street Fighter Alpha 2

Company.....Nintendo
Release Date.....October 1996
Memory Size..... 32 Megabites

The original street fighting series returns for the Super NES.

Capcom's Street Fighter II series started the whole fighting game craze that has led to Mortal Kombat, Killer Instinct and a horde of tournament fighter also-rans. But there's something special about Street Fighter, and Street Fighter Alpha 2, which is being released in North America by Nintendo. It returns to the basic formula that made SF II one of the biggest names in video games. For players familiar with earlier SF II games, Alpha is faster. It has more new moves, new characters and a distinctive comic book style of graphics that looks great. Nintendo Power started digging into this game as soon as it was completed. Now you can get the first, in-depth look in this month's review.

Fast. Fun. New and familiar characters plus Super moves.

Uneven character balance.

Super Mario Land

Company.....Nintendo
Release Date.....October 1996
Memory Size.....512 Kilobits

The first Mario game for Game Boy is back in time for the release of Game Boy Pocket.

Super Mario Land for Game Boy appeared with the release of the hand-held system back in 1989. SML is a charge-straight-ahead-and-stomp-the-baddies kind of game, refreshing

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP

for its simple approach and nice graphics. Sarasaland may look a bit different from the Mushroom Kingdom, but players will have no trouble discovering the Coins, Stars and Superballs. Mario also uses vehicles, flys an airplane and dives underwater in a little sub. This is a great addition to the Game Boy Players' Choice series.

Four worlds and lots of fun. A MSRP of only $19.99.

Some characters blur on the animation in some parts.

Toy Story

Super NES

Company.....Nintendo
Release Date.....October 1996
Memory Size.....32 Megabits

Disney's Toy Story returns to the Super NES in 1996.

No, history isn't repeating itself and time hasn't reversed. Toy Story, one of the megahits from last year, will find its way back onto shelves this fall, thanks to Nintendo. Thanks should also go to Disney Interactive for creating the incredible graphics and varied game play of Toy Story in the first place. In the game, players take on the role of lovable Woody, the Cowboy, and Buzz Lightyear, the brash space ranger, in side-scrolling, racing and first-person stages. Surprisingly, the game contains some fairly challenging levels that will keep expert gamers jumping for joy and leave less-expert gamers sprawling in the dust. With the introduction of the Toy Story video this holiday season, it's a good bet that demand for the game will increase. If you missed it last year, this year's curtain call may be your last chance.

Beautiful graphics. Variety of game play.

Young Toy Story fans may find some areas frustrating. Play control is awkward at times.

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
BATTLEZONE/SUPER BREAKOUT	2.8	3.3	3.0	3.3		K-A	ARCADE
DONKEY KONG '94	4.5	3.8	4.0	3.9	★☆	NA	ARCADE
LUFIA II: RISE OF THE SINISTRALS	3.5	3.0	3.7	4.0		K-A	RPG
MARIO PAINT	4.3	3.6	4.1	4.5	✪☆☆	K-A	CREATIVITY
MORTAL KOMBAT TRILOGY	3.5	3.3	3.8	2.8	★✪	M	FIGHTING
MS. PAC-MAN	2.0	3.3	3.8	3.0	✳	K-A	ARCADE
PRINCE OF PERSIA II	3.8	3.3	3.5	3.5		K-A	ACTION
STREET FIGHTER ALPHA 2	3.8	4.1	3.6	3.5	★✳✪☆	T	FIGHTING
SUPER MARIO LAND	4.2	4.0	4.1	4.1	★	NA	ACTION
TOY STORY	4.1	3.1	3.6	3.5	☆	K-A	ACTION

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY ---N64 ---SUPER NES ---GAME BOY

PRO PLAYERS If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

- ✪ **Scott** Sports, Simulations, Adventures
- ★ **Leslie** RPGs, Puzzles, Adventures
- ☆ **Paul** Fighting, Sports, Simulations
- ★ **Henry** Fighting, Action, Sports
- ✳ **Dan** Action, Adventures, Puzzles
- ☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

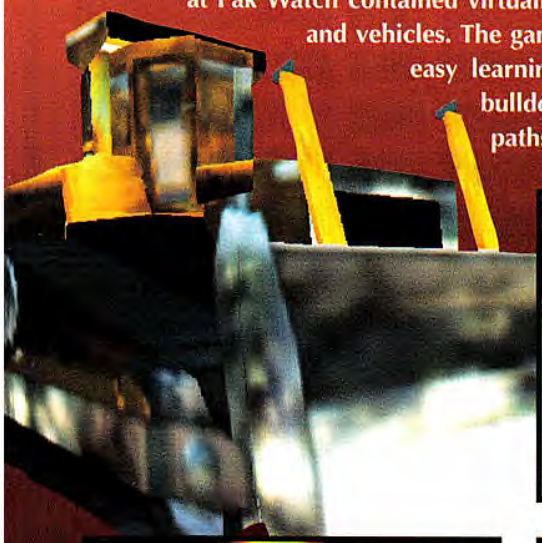
THE INSIDE SOURCE ON FUTURE GAMES

BLAST CORPS

Strap on your hardhat and power up your dozer, because Nintendo's Blast Corps for the N64 is virtually ready to knock your door down. The development team at Rare has been making changes, improvements and adding finishing touches to this demolition action-thriller. As you will recall from earlier episodes, the maverick missile carrier is rolling across the planet, leaking radiation and ready to blow if it so much as rubs against a lamppost. But not to worry. All you have to do is climb into a special demolition vehicle and smash everything in the path of the leviathan. The latest version of the game that arrived at Pak Watch contained virtually all of the levels and vehicles. The game begins with an easy learning stage with the bulldozer, then several paths radiate out, giving players a choice of the direction they will take and which vehicle they will use next. Practice stages are included during the game to introduce you to destruction with different vehicles, which include trucks, cars, giant robots and more.

NEWS SOURCE Extra

PUBLISHER – Nintendo
DEVELOPER – Rare
MEMORY – 64 Megabits
LEVELS – More than 60
VEHICLES – 12 (possibly 13)



KILLER INSTINCT GOLD

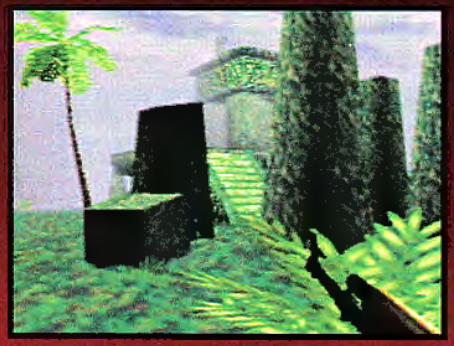
Killer Instinct goes for the gold and gets it with Rare's extraordinary N64 fighter based on KI 2 from the arcade. KI Gold has it all–incredible speed, a gazillion cool options for every level of player, all your favorite characters from KI 2, brilliant new 3-D graphics, and play control that's as smooth as silk. This is quality, through and through. What a difference a few months can make. The last time we saw KI Gold, back at E3, the limited number of stages worked as a basic demo of the game, but didn't yet include detailed animated backgrounds or the new zooming and revolving camera options that make KI Gold seem more like a cinematic event than a 2-D fighter. The game includes the following modes of play: Arcade, Team, Team Elimination, Tournament, Practice, and Training. Everything shines in this game, from the special graphics effects that look sharper on a television screen than graphics on an arcade monitor and the music is probably the best of any fighting game to date. Next month, KI Gold debuts. Don't miss it.

NEWS SOURCE Extra

PUBLISHER – Nintendo
DEVELOPER – Rare
MEMORY– 64 Megabits
NEW STUFF – 3-D Arenas and Camera Motions, Practice/Training Modes

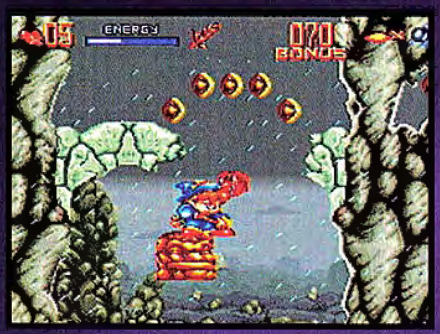
MORE TUROK

The Turok: Dinosaur Hunter development team at Iguana continues to churn out some of the coolest graphics for the N64. But, although the graphics are virtually finished at this time, the word from Acclaim is that it will hold off releasing Turok until early in 1997. That news may be disappointing to N64 fans, but the reason is a good one: Acclaim is determined to add as much game play as possible. The idea is to make Turok more than a 3-D shooter. Story and puzzle elements should make Turok a true adventure. In the meantime, we thought we'd serve up the next course in the feast of graphics. Bon appetite.



INCANTATION

Titus's fifth Super NES title of the fall will be arriving in stores in October. Incantation skews younger than most of the European company's titles, both in theme and play challenge. The hero is a young wizard who uses magic in a side-scrolling adventure full of beautifully drawn backgrounds and cartoonish enemies. You'll run across goblins and guardians and a somewhat confusing series of warps. Some of the warps lead to bonus areas while others take you to the next area you need to go. Your main goal in every area is to collect golden arrows. A toll keeper collects the arrows from you before you can face the guardian of the stage. The play control feels a lot like that of Prehistorik Man, but the hit detection is more forgiving. Again, that's good for younger or less experienced players. Another big help comes from the upgradeable wand attack. As you progress and collect Power-Ups, your wand will be able to launch a variety of fire balls and other shots. Although the simple side-scrolling action might seem a throwback to an earlier age of video games, if you're not careful, Incantation may cast a spell over you.



BATTLE ARENA TOSHINDEN

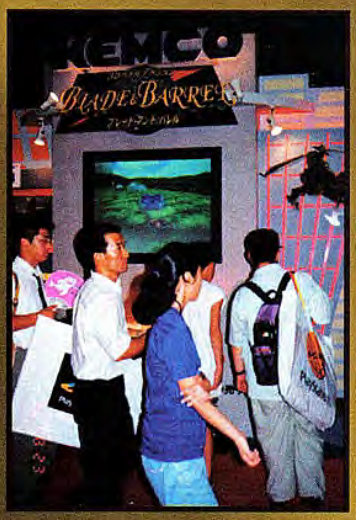
If it's good enough for 32-bit, it's good enough for Game Boy. The popular fighting game will appear for Game Boy this fall, thanks to Takara and Nintendo. Although you won't find 3-D graphics, you will find lots of fighting action in this four-megabit game. The Super Game Boy enhancements add to the look, but Toshinden plays just as well on Game Boy or Game Boy Pocket. Play modes include a one-player tournament and a two-player VS. match. You have eight fighters from which to choose: Duke, Fo, Eiji, Kayin, Sofia, Rungo, Ellis and Mando, and several hidden guardian bosses are waiting in the wings, including Gaia and Uranus. As in the original game, you can fight your opponent to the brink of the ring, then force them out into the void for a Ring Out! victory. Toshinden for Game Boy features fast furious play control, classic characters and excellent graphics for the smaller screen.

NEWS SOURCE Extra

PUBLISHER – Nintendo
DEVELOPER – Laguna Video Games
MEMORY– 4 Megabits
MODES – 1P, 2P VS.
FIGHTERS – 11

TOKYO GAME SHOW

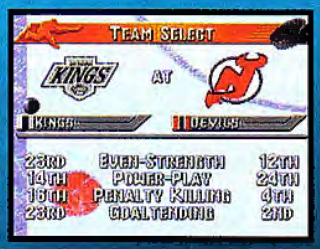
Last August, gamers in Tokyo had a chance to check out some of the latest games, including some games in development for the Nintendo 64. The biggest surprise was the appearance of several titles from Konami, including a baseball game and an adventure that looked a lot like Legend of the Mystic Ninja for the Super NES, albeit with superior graphics. The crowded show also showcased several projects such as Blade and Barrel from Kemco, which Pak Watch introduced several months ago. Although there were few surprises at the Japanese show, several new publishers announced that they were working on N64 titles, including Japan Supply System, which is working on a game titled Chameleon Kid. The game is still in early development, but it has some fun ideas. The kid hero, for instance, uses his super long and sticky tongue as a tool and weapon. The 3-D graphics we saw had few texture maps or special effects, but it was very early. Stay tuned for Shoshinkai this November.



THE SPORTING LIFE

Black Pearl's connection with EA Sports continues to pay off. This fall, you'll see Super NES versions of College Football USA '97, NHL '97 and the already released PGA European Tour. The news on NHL '97 is that it will include both NHL and NHLPA licenses, increased on-ice speed, trading, full schedules, last year's all-star teams, season stats and special moves that include fighting. One new feature that looks promising is the line coaching option. You can give each line a different strategy so that when you switch lines, the new scheme takes effect.

On the Game Boy front, Black Pearl will include two titles that you've already seen in Nintendo Power: Urban Strike and FIFA Soccer '97. A third title, Madden '97 for Game Boy, will be released in November or December.



INSIDER UPDATE

LODE RUNNER FOR N64

Big Bang Software of Bellevue, Washington, is working on an N64 game based on the classic Lode Runner. For long-time video game fans, the name Lode Runner conjures up images of ladders, treasure and danger. The game featured maze-like rooms through which the miner/explorer had to puzzle his way to reach the treasure or Mother Lode. In the new N64 version, Lode Runner goes 3-D, but not in the way that other titles have added depth. The viewpoint will be controlled by the game itself, with the camera shifting to give players the most dramatic or useful view. As in the original Lode Runner games, you'll be able to see the entire level, but those levels will now exist in three-dimensions and be filled with highly detailed items, obstacles and enemies. Recently we saw a quick demo at Big Bang. The game seemed to preserve the feel of the classic Lode Runner while bringing the game into the richer environment of the Nintendo 64. Although Big Bang is a relative newcomer to the development scene, the company contains veteran talent from such companies as Bullet-Proof Software and Microsoft.

MORE NINTENDO 64 NEWS

This month's quick-takes on Nintendo 64 development include a couple of notes from Nintendo Company Ltd. in Japan, where Super Mario Kart R and Star Fox are reportedly in the thick of development. Super Mario Kart R should be ready shortly after the new year. Star Fox will follow Kart by several months.

Wayne Gretzky 3-D Hockey from Williams is scheduled for a November release along with NBA Hang Time, although these dates may shift. Wayne Gretzky is getting some extra development with the addition of the full, simulation mode first mentioned in our Nintendo Power preview. Doom 64 from Williams should be available during the first quarter of 1997. War Gods is scheduled for that period, as well.

STREET RACER, JR.

Ubi Soft plans to release a version of Street Racer for Game Boy by the end of the year. The Super NES version of Street Racer included multi-player modes and Mode 7 scrolling for a wild ride against some pretty oddball drivers. The Game Boy Street Racer may be a bit tamer, but it should retain plenty of speed, twists and weird characters. In a related development, Ubi Soft recently went public in its home country of France. The North American subsidiary plans to expand its presence in the gaming market here.

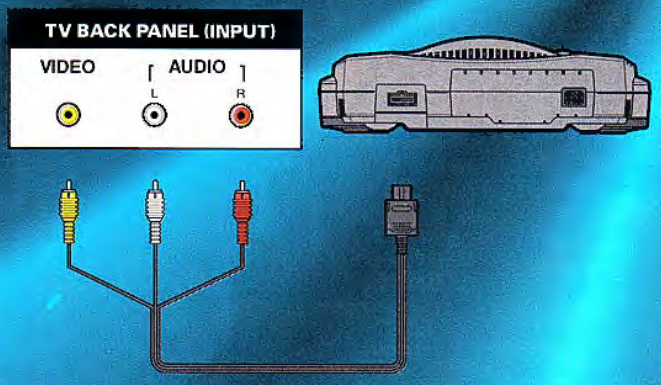
DARK RIFT DEMOS ALIAS/WAVEFRONT

Kronos Digital Entertainment, the developer of Dark Rift for Vic Tokai, is showcasing its early N64 work at the Siggraph show in Tokyo. Alias/Wavefront asked several developers, including Kronos, to demonstrate products created with Alias technology. An early look at the game graphics here at Power impressed us all. Kronos, which has worked with 3-D graphics for television and interactive media, has mastered the use of special effects. Vic Tokai hopes to send us some shots for our November issue.

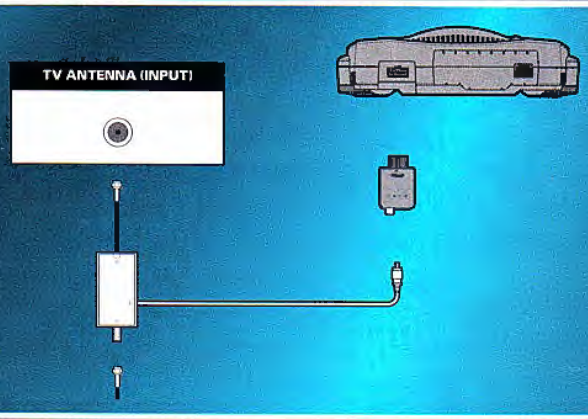
WIRING INTO N64

Good news. Contrary to what Nintendo Power printed last month about the N64 containing no A/V Cable, a Stereo A/V Cable is included for easy hook-up to most modern television sets. Some owners, however, may have older TVs that require an RF input instead of A/V Cables, and the N64 does not come with an RF adapter. But not to worry. Owners will be able to purchase an RF adapter kit at their Nintendo retailers. If all this seems a bit confusing, it won't be once you've read the N64 manual. Everything you ever wanted to know about hooking up a video game system through your TV or VCR or stereo is covered in extensive detail, featuring diagrams and hints.

A/V CABLES (INCLUDED)



RF SWITCH (SOLD SEPARATELY)



RELEASE FORECAST

N64

BLAST CORPS	FALL '96
CRUIS'N USA	FALL '96
KILLER INSTINCT GOLD	FALL '96
MORTAL KOMBAT TRILOGY	FALL '96
PILOTWINGS 64	FALL '96
STAR FOX 64	SPRING '97
STAR WARS: SHADOWS OF THE EMPIRE	FALL '96
SUPER MARIO 64	FALL '96
SUPER MARIO KART R	WINTER '97
TETRISPHERE	FALL '96
TUROK: DINOSAUR HUNTER	WINTER '97
WAVE RACE 64	FALL '96
WAYNE GRETZKY'S 3-D HOCKEY	FALL '96

Super NES

ARCADE'S GREATEST HITS	FALL '96
COLLEGE FOOTBALL USA '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3	FALL '96
INCANTATION	FALL '96
MADDEN NFL '97	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
WHIZZ	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96

Game Boy

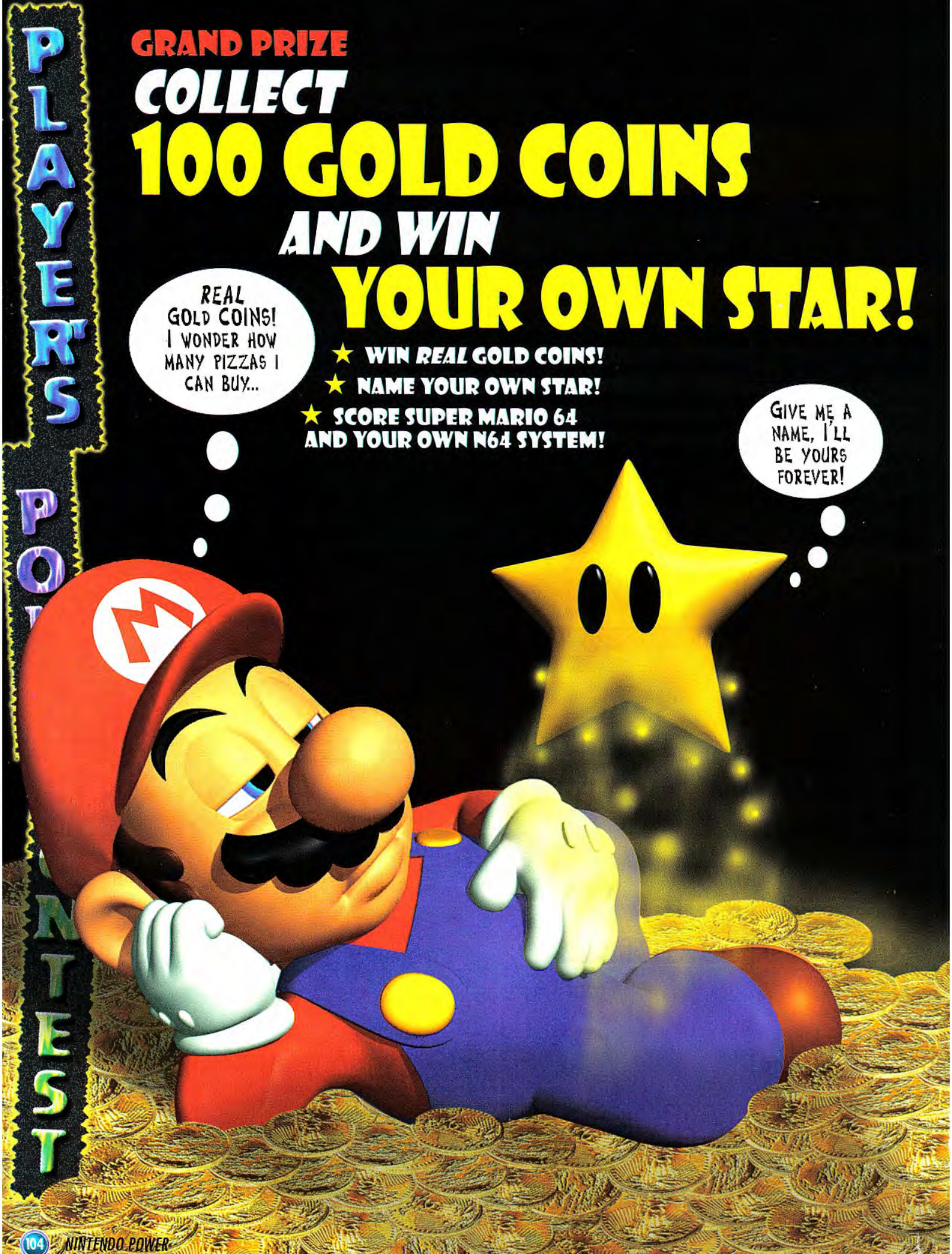
BATTLE ARENA TOSHINDEN	FALL '96
FIFA SOCCER '97	FALL '96
MOLE MANIA	WINTER '97
SPEED RACER	FALL '97
SUPER MARIO LAND 2	FALL '96
WARIO LAND	FALL '96

PLAYER'S PO NTEST

GRAND PRIZE

COLLECT 100 GOLD COINS AND WIN YOUR OWN STAR!

- ★ WIN *REAL* GOLD COINS!
- ★ NAME YOUR OWN STAR!
- ★ SCORE SUPER MARIO 64 AND YOUR OWN N64 SYSTEM!



MARIO PAYLOAD!

SECOND PRIZE

★ **SUPER MARIO 64 SWEATSHIRTS**
MARIO OR BOWSER, TAKE YOUR PICK!

★ **SUPER MARIO 64 SOUNDTRACKS**
CD OR CASSETTE

★ **AND SUPER MARIO 64!**

5 WINNERS

THIRD PRIZE

★ **NINTENDO POWER T-SHIRTS**
THE OFFICIAL "T" OF TEAM POWER!

50 WINNERS

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 89, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 89
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than November 1, 1996. We are not responsible for lost or misdirected mail. On or about November 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after November 30, 1996.

GRAND PRIZE: The Grand Prize Winner will receive 100 1/10 oz. American Eagle gold coins, Super Mario 64, and a Nintendo 64. Coins pictured are larger than actual size. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 90, November 1996

It's a jungle out there and only Nintendo Power has the tips and strategies to get you through! Catch the in-depth, exclusive DKC 3 review in the November issue.

shadows of the empire continued

Who's behind the plot to assassinate Luke Skywalker? Darth Vader? Jabba the Hutt? Or the mysterious underworld organization known as the Black Sun? Blast into hyperspace with Dash Rendar as he delves deeper into the Shadows of the Empire.

N64 IN DEPTH:

KI GOLD

Get the combos, tricks and strategies for Killer Instinct Gold, the most highly anticipated fighting game for the N64. November's special review has everything you need to humiliate your opponent.

WAVE RACE 64

It's the wettest, wildest ride on the N64! Bounce across the waves and claim the checkered flag with Nintendo Power's eight-page review of Wave Race 64.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust a Move
18. Castlevania Dracula X
19. Chrono Trigger
20. Civilization
21. College Football '97
22. College Slam
23. Cutthroat Island
24. Demolition Man
25. Demon's Crest
26. Dirt Trax FX
27. Disney's Aladdin
28. Disney's Pinocchio
29. Donkey Kong Country
30. Donkey Kong Country 2
31. Donkey Kong Country 3
32. Doom
33. Dragon View
34. EarthBound
35. Earthworm Jim
36. Earthworm Jim 2
37. Emmitt Smith Football
38. FIFA International Soccer '96
39. Final Fantasy II
40. Final Fantasy III
41. Final Fight 3
42. Frank Thomas Big Hurt Baseball
43. Frantic Flea
44. Illusion of Gaia
45. Incantation
46. Indiana Jones' Greatest Adventures
47. Judge Dredd
48. Jurassic Park 2
49. Ken Griffey Jr. Presents: MLB
50. Ken Griffey Jr.'s Winning Run
51. Killer Instinct
52. King Arthur & the Knights of Justice
53. Kirby's Dream Course
54. Kirby Super Star
55. The Legend of Zelda: A Link to the Past
56. Lemmings 2
57. Lobo
58. Looney Tunes B-ball
59. The Lost Vikings
60. The Lost Vikings II
61. Lufia II
62. Madden NFL '96
63. Madden NFL '97
64. Mario Paint
65. Marvel Super Heroes in War of the Gems
66. The Mask
67. Maui Mallard
68. Mechwarrior 3050
69. Mega Man X
70. Mega Man X2
71. Mega Man X3
72. Mega Man 7
73. Might & Magic III: Isles of Terra
74. Mighty Morphin Power Rangers: The Movie
75. Mohawk & Headphone Jack
76. Mojo Rising
77. Mortal Kombat II
78. Mortal Kombat 3
79. Mr. Do!
80. Ms. Pac-Man
81. Mutant Chronicles: Doom Troopers
82. NBA Give 'n Go
83. NBA Hang Time
84. NBA Jam
85. NBA Jam Tournament Edition
86. NBA Live '96
87. NFL Quarterback Club '96
88. NHL '96
89. NHL '97
90. Ninja Gaiden Trilogy
91. Ogre Battle
92. Olympic Summer Games
93. Oscar
94. PGA European Tour
95. Power Piggs of the Dark Age
96. Power Rangers Zeo: Battle Racers
97. Prehistorik Man
98. Primal Rage
99. Prince of Persia 2
100. P.T.O. II
101. Realm
102. Revolution X
103. Road Rash
104. RoboTrek
105. Samurai Shodown
106. Scooby Doo Mystery
107. Secret of Evermore
108. Secret of Mana
109. SimCity
110. Spawn
111. Star Trek: Deep Space Nine
112. Star Trek: Star Fleet Academy
113. Star Fox
114. Street Fighter Alpha 2
115. Street Fighter II Turbo
116. Stunt Race FX
117. Super Bomberman 2
118. Super Mario All-Stars
119. Super Mario Kart
120. Super Mario RPG
121. Super Mario World 2: Yoshi's Island
122. Super Metroid
123. Super Punch-Out!!
124. Super Street Fighter II
125. Swat Kats
126. Tecmo Secret of the Stars
127. Tecmo Super Bowl III: Final Edition
128. Tetris & Dr. Mario
129. Tetris Attack
130. Top Gear 3000
131. Toy Story
132. True Lies
133. Ultimate Mortal Kombat 3
134. Uncharted Waters New Horizons
135. Uniracers
136. Urban Strike
137. Wario's Woods
138. WeaponLord
139. Whizz
140. Winter Gold
141. WWF Raw
142. WWF Wrestlemania: The Arcade Game
143. X-Men: Mutant Apocalypse
144. War 3010: The Revolution
145. Zoop

Game Boy

146. Aladdin
147. Alien Games
148. Animaniacs
149. Asteroids/Missile Command
150. Battle Zone/Super Breakout
151. Blues Bros. Jukebox
152. Casino Funpak
153. Centipede/Millipede
154. College Slam
155. Contra: The Alien Wars
156. Cutthroat Island
157. Defender/Joust
158. Desert Strike
159. Disney's Pinocchio
160. Donkey Kong
161. Donkey Kong Land
162. Donkey Kong Land 2: Diddy's Kong Quest
163. Donkey Kong '94
164. Dr. Mario
165. DragonHeart
166. Earthworm Jim
167. Earthworm Jim 2
168. FIFA Soccer '96
169. FIFA Soccer '97
170. Frank Thomas Big Hurt Baseball
171. Galaga/Galaxian
172. Jungle Strike
173. Jurassic Park 2
174. Iron Man X-O Manowar In Heavy Metal
175. Killer Instinct
176. Kirby's Block Ball
177. Kirby's Dream Land
178. Kirby's Dream Land 2
179. Kirby's Pinball Land
180. Lamborghini American Challenge
181. The Legend of Zelda: Link's Awakening
182. The Lion King
183. Madden '96
184. Mario's Picross
185. Mega Man
186. Mega Man V
187. Metroid II: Return of Samus
188. Mole Mania
189. Monster Max
190. Mortal Kombat II
191. Mortal Kombat 3
192. NBA Jam
193. NBA Jam Tournament Edition
194. NBA Live '96
195. NHL '96
196. Olympic Summer Games
197. PGA Tour Invitational
198. Pocahontas
199. Prehistorik Man
200. Primal Rage
201. Samurai Shodown
202. Space Invaders
203. Star Trek: Generations
204. Street Fighter II
205. Super Mario Land
206. Super Mario Land 2: 6 Golden Coins
207. Super Return of the Jedi
208. Sword of Hope II
209. Tetris
210. Tetris Attack
211. Tetris Blast
212. Tetris 2
213. Titus the Fox
214. Toy Story
215. Urban Strike
216. Vegas Stakes
217. Wario Blast
218. Wario Land: Super Mario Land
219. WWF Raw
220. Zoop

N64

221. Blast Corps
222. Body Harvest
223. Buggie Boogie
224. Creator
225. Cruis'n USA
226. Descent
227. Doom
228. FIFA Soccer
229. Goldeneye 007
230. Ken Griffey Jr. Baseball
231. Killer Instinct Gold
232. Kirby's Air Ride
233. Legend of Zelda 64
234. Mission: Impossible
235. Monster Dunk
236. Mortal Kombat Trilogy
237. NBA Hang Time
238. Pilotwings 64
239. Robotech: Crystal Dreams
240. Star Fox 64
241. Star Wars: Shadows of the Empire
242. Super Mario Kart R
243. Super Mario 64
244. Tetrisphere
245. Top Gear Rally
246. Turok: Dinosaur Hunter
247. War Gods
248. Wave Race 64
249. Wayne Gretzky's 3-D Hockey

Other Picks

250. Game Boy Pocket
251. Dragon Quest VI (Super NES)
252. Nintendo 64
253. Virtual Boy
254. X-Band Modem

64 Reasons To PLAY THE

55. There's no height requirement!
56. Like you have anything better to do!
57. 58. 59. Eat cereal. Play game. Nuff said.
60. 61 No nasty cough syrup or painful shots needed!
62. It's the most fun you can have with a cardboard box!
63. To play or not to play? That's a stupid question!
64. You can't win if you don't play!

NINTENDO 64

1. One in 64 WINS!

Kellogg's®

2. INSTANT WIN GAME

MORE THAN A MILLION TOTAL PRIZES!

3. you could win a NINTENDO 64 block party!

4 As part of the block party, a Nintendo trailer with *multiple* play stations will come to your house!

5 It also includes a Nintendo 64 System and Super Mario 64™* Game Pak.

6. YOU COULD WIN A NINTENDO 64 SYSTEM AND SUPER MARIO 64™* GAME PAK!

7. Game cartridges feature real time, 3-D graphics! 8. It's the world's first 64-bit video game system. 9. New "C buttons" change a player's perspective. 10. Controller has a memory pack accessory. 11. In this 3-D environment, characters can go wherever you want them to. 12. 3-D stick allows revolutionary 360-degree movement.

13. YOU COULD WIN A NINTENDO POWER® SUPER POWER CLUB MEMBERSHIP!

Membership includes 12 free issues of *Nintendo Power* magazine, the Super Power Club catalog and Power Stamps you can use to buy exclusive Nintendo merchandise!

17. YOU COULD WIN A NINTENDO 64 HOLOGRAM WATCH!

Watch features a dual image hologram, a leather band and an embossed Nintendo 64 logo.

YOU COULD WIN A Kellogg's®/NINTENDO 64® PHONE CARD!

22 Phone card has six minutes and forty seconds of free phone time and can be used to call the Nintendo Power Line to get the complete scoop on Nintendo 64 and inside tips on your favorite games!

SEE THESE SPECIALLY MARKED Kellogg's® PACKAGES FOR YOUR CHANCE TO WIN!

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48. You can't find these kinds of prizes on a package of Brussels sprouts!
49. If you win, your kid brother will lick your shoes in worship!
50. 51. Prizes! More Prizes!
52. It's more fun than taking off a bandage.
53. You need a reason to play a GAME?!
54. Some winners get to fill out a really cool affidavit!
30. Something deep down in your gut says this is your lucky day!
31. 'Cuz we double dare you to!
32. INSTANT GRATIFICATION!!
33. 34. 35. Fame, fortune and power!
36. 37. Because Kellogg and Nintendo sound really cool in pig latin. [Ellogg Kay] [Incendo Nay]
38. It's better than playing an instant lose game!
39. Three out of five dentists surveyed recommended it.
40. 41. Love and happiness.
42. It's like recess for your brain!
43. Plumber Power!
44. 45. 46. Three words: Winning is Good!
47. A block party sounds more fun than the Democratic or Republican Party.

FUN
Super Mario 64. Game playing Nirvana. The gold standard in 3-D entertainment. The ultimate.
FUN
N64. The fun machine. It will take you beyond belief. Inside the games. They'll blow you away.
FUN
Get focused on fun. Be one of the first to get your hands on the Nintendo 64®. Here Now.
NINTENDO 64